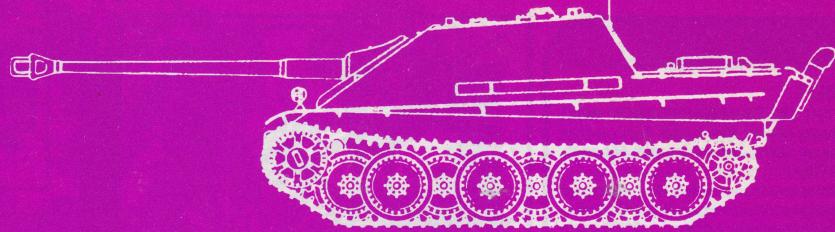
**MILITARY SIMULATIONS PTY. LTD.**

MAIL ORDER MAGAZINE

AUTUMN 1992 EDITION

MILITARY SIMULATIONS

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Military Simulations was established in 1974 and for seventeen years has been efficiently and reliably servicing gamers throughout Australia. All orders received are processed and shipped within 24 hours. Any item that is out of stock at the time of ordering will be placed on back-order and sent to the customer as soon as it is available again - at no extra cost for postage and handling.

THE SHOWROOM

Military Simulations has a well stocked showroom, which now includes some 1200 miniatures on permanent display, plus a huge range of wargames and role-playing material. Customers are more than welcome to visit us, and gaming club members are entitled to a discount (provided they can prove membership). The showroom is open from 9.00am to 4.30pm Monday to Friday, and from 9.00am to 1.00pm on the first Saturday of each month.

CLUB DIRECTORY

We need your help! Mil Sims is compiling a national club guide for both role-players & wargamers. What we need is your club name and a contact address. Once this club list is completed, it will be made available free to our customers on request.

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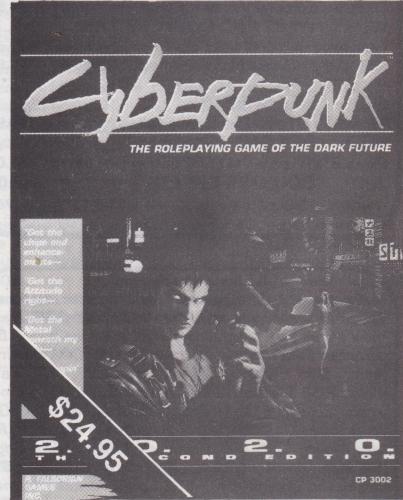
Please note - prices in this catalogue are subject to change without prior notice.

CYBERPUNK

The year 2020 is hardcore survival wrapped in a delicious veneer of neon glitter and high-tech vanity. Corporate towers rise like majestic, inviolable sentinels above streets seething with fluid movement, ablaze in writhing incandescence, and captivated by an intoxicating array of succulent consumer pleasures. But beyond the gaudy techno fetish, velvet-smooth embrace of the decadent inner city radiates the vast sprawl - a decaying, polluted urban labyrinth, wherein a tumultuous ocean of humanity swell and pitch in alternating periods of violence or calm.

Welcome to the future.

Cyberpunk is a science-fiction role-playing system that blends the gritty near-future realism of a tempestuous community enslaved by technology & feudalistic corporate empires, with the purely heroic antics of talented vigilantes who confront, and perhaps defeat, society's tyrants. The rulebook is a 244 page softcover that features special abilities, 9 character classes, character street credentials, 92 skills, character improvement points, weapons & equipment lists, martial arts, brawling, armed combat, first aid, medical tech, drugs, netrunning, programs, net security & combat, corporate profiles, Night City details, background atmosphere, an adventure, plus much more.

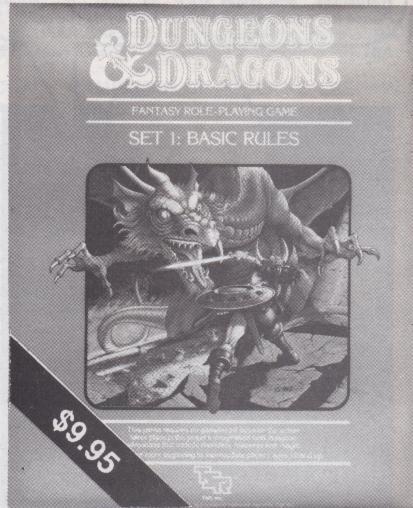


DUNGEONS & DRAGONS

From the staid, but comfortable, confines of mediaeval society march forth small bands of pugilists, thieves, and esoteric sorcerers, all intent on plundering the wilderness. Some are drawn by naive curiosity, or unremitting avarice; but most have simply succumbed to adventure's grandiose lure, or are driven by blinding righteous ambition. The rewards must certainly be extravagant, for perils beyond imagining lie aplenty upon such paths to wealth and glory.

Dungeons & Dragons Basic Set is a fantasy role-playing game designed for beginners. This box edition contains a 64 page Players Manual, a 48 page Dungeon Masters Guide, and a set of dice. The easily assimilated rules feature all necessary details to begin play, including a complete dungeon adventure. Further supplements greatly expand upon the parameters of the game, enabling young players to advance the rules-complexity if required.

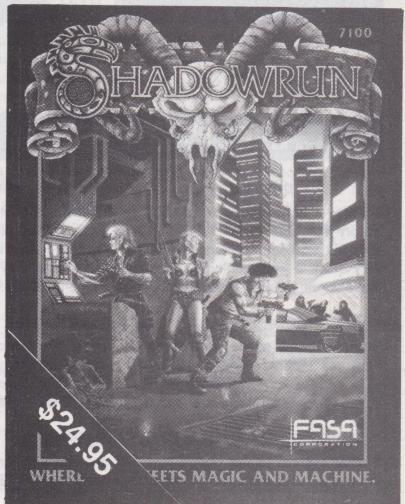
Fabulous treasures await liberation from fiendish underworld guardians, svelte maidens require rescue from infatuated reptilian beastes, and virtuous folk pray for deliverance from malign despots - the life of an adventurer may be precarious at times, but it certainly ain't dull.



SHADOWRUN

The popular role-playing genres of fantasy and science fiction combine to form a burgeoning, rich campaign detailing a grim future beset by warring mega corporations, metahuman tribal street gangs and mystical rural cultures. The players assume the role of street-wise agents-for-hire, including such character archetypes as cyber-enhanced street samurai, shrewd matrix-surfing deckers, vehemently anti-tech shamans, body-sculptured rockers, and much more. These unlikely trouble-shooters combine their talents to form a shadowrun team, whom the megacorps, or other more clandestine organisations, hire for a variety of nefarious operations.

Shadowrun is a 232 page softcover book that reveals a potent, cruel world of the future, wherein science and mysticism are the keys to power and influence. Technology has ensnared society with its alluring achievements - from the vast ultra-dimensional computer-realm called the matrix, to an amazing array of enhancements for the corporeal form. Sorcery also has married itself to mortal flesh, divided between shamanic magic based upon nature and emotions, with power derived through totems; and hermetic magic, puissance achieved through the study of tomes and preparation of archaic recipes.



WARGAMES

ACCESSORIES

POLY DICE

High-impact dice: D4, D6, D8, D10, D12 & D20 sided configurations. Various colours (black, red, blue, yellow, green, purple & orange). Bland, but serviceable. **65c each**

GEM DICE

More attractive & expensive than the Poly Dice - standard configurations: available in blue, red, green, yellow, purple, violet, clear, smoke (blackish) & orange. **\$1.00 each**

AH AVALON HILL COUNTER TRAY

One plastic counter tray with a clear 'snap-on' lid. **\$4.50**

WES WEST END COUNTER TRAY

Features one row of trays more than the Avalon Hill version, at the expense of the dice-pockets. With lid. **\$5.50**

JED HEX SHEETS

Three 23"x17" map sheets, with half-inch hexes. **\$3.00**

ARM HEX PAD

Fifty 8.5" x11" pages of half & quarter inch hexes. **\$7.00**

JED COUNTER SHEETS

4 sheets of half-inch counters: green, blue, salmon & gray. **\$12.00**

Hello chaps, before perusing this fantastic document further I must tell you about the **COMPANY CODES** - I think it's all very enlightening stuff! Here we go - **ADG Australian Design Group**; **AH Avalon Hill**; **COA Clash of Arms**; **EMS Engelman Military Simulations**; **FAS Fasa Corp.**; **FGA Fresno Gaming Association**; **GAM Games Workshop**; **GDW Game Designers Workshop**; **GMT Get More Tanks?**; **GRD Games Research & Design**; **IRO Iron Crown**; **JED Jedko Games**; **LEA Leading Edge**; **MB Milton Bradley Games**; **OME Omega Games**; **SDI Simulation Design Inc.**; **STE Steve Jackson Games**; **SUP Supremacy Games**; **TAS Task Force Games**; **TGI The Gamers Inc.**; **VIC Victory Games**; **3W World Wide Wargames**; and finally **WES** for West End Games. Please feel free to spend as much money as you can!



COMPANY CODES - A KEY

ANCIENT ERA

AH BRITANNIA

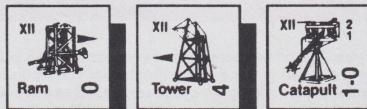
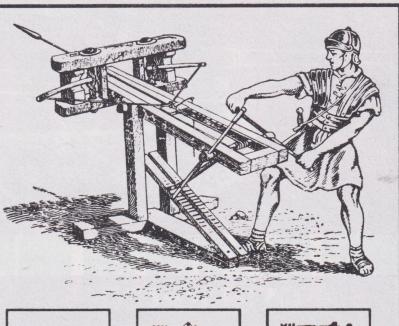
3-5 player game that covers 1000 years of British military history from the Roman invasion to the Norman assault of 1066AD. 256 counters and a 22"x24" mapboard. This is a very quick & entertaining game; highly recommended for those wanting a fast 'n' furious multi-player contest. **\$60.00**

FGA CONQUERORS - THE LEGIONS OF ROME

Strategic game of the Republican & Imperial Rome wars. Features tactical combat resolution, several campaigns, plus mechanics for supply, revolts, politics, etc. Should include two 22"x34" maps & 1200+ counters. Due ? **TBA**

FGA CONQUERORS - THE AGE OF GREECE

Similar system to the above title, but obviously covering the rise & fall of the Greek empire. Due early '93. **TBA**



SIEGE OF JERUSALEM

AH CIVILIZATION

2-9 players lead fledgling nations along the path of political, economic & cultural domination during the dawn of civilization (8000BC - 250BC). This is a classic game that requires no dice, and features a very high level of non-violent player interaction. Although conflicts do occur between emerging empires, the game cannot be won by military means alone. **\$70.00**

ADVANCED CIVILIZATION

Box set containing a 48-page rulebook & Gamer's Guide, additional civilization (8 new) & commodity cards, 4 new calamities, a Civilization card credit sheet, game time limits, 8-player version, rules for pillage, enhanced attributes for most cards, simple trade rules, and more! **\$55.00**

CIVILIZATION TRADE CARDS

50 extra cards, as included in the boxed set. **\$10.00**

WESTERN EXPANSION SET

Features a 22"x11" mapsheet extension, with an African/Iberian Archaeological Succession Table. **\$16.00**

CONQUEST

A diceless, chess-like strategic game of maneuver for 2 to 4 people. Players can only have 20 'moves' each per turn, thus they must thoughtfully employ their units to gain (or protect) territory. Components include a 31"x22" mapboard and 104 plastic markers (for legions, galleons, elephants, chariots & cavalry). Very abstract & quite fun - really ideal for jaded gamers and 'family groups'. **\$50.00**

GMT GREAT BATTLES OF ALEXANDER

Recreates Alexander the Great's campaigns of Chaeronea 338BC, the Granicus 334BC, Issus 333BC & Arbela-Guagamela 331BC. Each can be combined to form a single campaign. Suitable for solitaire play. Components feature 600 counters & four 22"x34" maps (60 meters per hex). The mechanics include the gradual loss of a unit's cohesion, leader initiative, combat momentum, 'trumping' enemy leader's orders, chariots, elephants, skirmishers, & more. An Ancients gamer's delight! Due March? **\$80.00**

WES IMPERIUM ROMANUM II

Recreates 700 years (with 35 scenarios) of the Roman Empire, from cultural superiority to decadent collapse. For 2 to 6 players. Rules include the political & economic conflict. 800 counters represent Legions, Fleets, cavalry, artillery, engineers, etc. A 22"x11" map covers the ancient world from Britannia to Parthia. **\$70.00**

VIC (THE) PELOPONNESIAN WAR

Recreates 28 years of war between the Athenian Empire and the Spartan Coalition. Beginning in 431BC, players must plan for both economic and military domination. Suitable for solitaire (the player must change sides if he/she is winning!) or group (up to 7) play. With 4 scenarios, 200 counters and a 22"x34" map. Mechanics include rebellion, tributes, political factions, naval warfare & sieges. **\$65.00**

WARGAME COMPLEXITY KEY

BASIC: Ideal for beginners

INTERMEDIATE: For novice players

ADVANCED: For experienced gamers

MASTER: Gung Ho veteran gamers only



(THE) GREAT BATTLES OF ALEXANDER

AH REPUBLIC OF ROME

An enjoyable, deceptively engrossing card 'n' counter game for 3 to 5 people, each representing a faction of influential Senators vying for the Consulship of Rome. Players ruthlessly compete for peer influence & plebeian popularity, using means both fair & foul to achieve prominence. However, they must also cooperate somewhat to ensure that Rome doesn't succumb to military conquest, or to restless mobs, and with 250 years of Roman Republic history to play with, that's not bloody easy! **\$85.00**

AH SIEGE OF JERUSALEM

In 70AD four Roman legions marched against an imposing, multi-walled Zealot city. Armed with an array of towers, rams and artillery, their task was to breach its defenses before they themselves were exhausted by attrition. Although the Romans were a superior force, their engineers faced a seemingly impregnable fortress. Contains a 34"x48" city mapsheet (50 meters per hex) and 696 counters (200 men per unit). **\$75.00**

MIDDLE AGES & BEYOND

AH BLACKBEARD

Utilizing a fast action-card system, this 1 to 4 player game recreates the Golden Age of Piracy. Infamous rogues and downright sadistic villains ply the world's oceans for merchants to plunder or ports to raid, whilst equally audacious King's Commissioners hunt for corpses to dangle from their yard-arms. The mechanics include such things as ship refitting, crew morale & historic data. **\$80.00**

AH FEUDAL

2-6 player chess-style game representing a furious clash of arms between feudal Kings. The armies are represented by 36 plastic figures, and include kings, princes, dukes, castles, knights, sergeants, squires, archers & pikemen. A plastic, hole-punched board marked with clear, forest & mountainous terrain is the realm that will become the victor's kingdom. Features a hidden initial set-up. **\$60.00**

AH KINGMAKER

Popular 2-6 player game of the chaotic English Civil War: 1450-85. The throne of England, and the power it holds, is the ultimate goal, as nobles vie for the duplicity of seven scattered royal. Features sieges, feudal politics, peasant revolts, pirates, Parliamentary titles, plague, and a distinct lack of mediaeval chivalry! This game is rife with bold tactics, uneasy alliances and devious conspiracies. **\$55.00**

AH KINGMAKER VARIANT EVENT CARDS

Contains optional rules, plus new cards for Treachery, Gales at Sea, Refuge, Vacillating Allegiance, Catastrophe & Royal Death. Includes a number of blanks too. **\$10.00**

AH NEW WORLD

2 to 6 European powers of the 15th to 18th centuries explore, conquer and ultimately colonise the Americas. Players must build fleets to transport people to the New World, and to bring back its resources - unless storms or pirates intervene. Once ashore colonists can raise crops, mine for gold, or push on to new lands. Soldiers must protect territory from native uprisings and foreign incursions - or be used for military excursions. **\$60.00**

3W ROYALISTS & ROUNDHEADS

An English Civil War quad game featuring the battles of Marston Moor 1644, Naseby 1645, Justice Mills 1644, and Kilsyth 1645. Royalists clash with Parliamentarians, Highlanders struggle against covenanters, and Lords slug it out with Princes. These proud combatants, armed with an assortment of rapiers, pikes, muskets, artillery, bows & lances, were the precursors to modern warfare. Components include four 17"x22" maps & 400 counters. **\$45.00**



ROYALISTS & ROUNDHEADS



MB SHOGUN

2 to 5 players can participate in this entertaining game of empire building in feudal Japan. Carefully established alliances, and their sudden deceitful forfeiture, has as much influence over the struggle for power as conventional military confrontations. Mechanics include economic strategy, leader experience, ninja assassinations, fortresses and ronin mercenaries. Features a large mapboard & 406 plastic miniatures representing various troops. \$80.00

NAPOLEONIC ERA

AH EMPIRES IN ARMS

A richly detailed grand-strategy game of the Napoleonic Wars of 1805-1815. 2 to 7 players endure political treachery, economic hardship and war as they guide a nation thru a maze of conflicting national interests and military ambitions that characterised this bloody era of European history. With 1008 counters and two 25"x35" maps. A simulation of great scope & grandeur, offering 5 detailed scenarios and 4 comprehensive campaign games. \$80.00

AH ENEMY IN SIGHT

Agile Frigates and majestic 'Ships of the Line' clash in this entertaining card game of 18th Century naval combat. The fast-playing mechanics include boarding parties, blockades, Fire Ships, repairs and port calls. For 2 to 8 players. With 40 counters & 176 colour cards. \$25.00

COA LA BATAILLE D' AUERSTAEDT

Third edition. October 1806 - the epic clash between Davout's III Corps (AKA Napoleon's 10th Legion) and Friedrich Wilhelm's Prussian army is recreated using Marshal Enterprise's award-winning Napoleonic system. One hex equals 100 meters, whilst each counter represents formations of regiments, battalions & batteries. With 448 counters, 22"x34" map and an historical essay \$55.00

COA LA BATAILLE DE QUATRE BRAS

When, in 1815, the left wing of the Armee du Nord clashed with Wellington's English & Allied troops for control of a crossroads along the Brussels' highway, Napoleon's dreams of liberty were to be forever decided. Components include a beautiful 32"x22" map & 600 superb counters. All units are rated for type (line, light, guard, elite, etc), melee & fire combat, morale, movement, plus range. \$60.00

COA LA BATAILLE DE LIGNY (due March?)

Covers the opening battles of the Waterloo campaign at regiment & battalion level. Will feature the much vaunted new edition standard rules & impressive graphics. \$60.00

COA LA BATAILLE DE MONT ST. JEAN

An expansion game to be used in conjunction with Ligny & Quatre Bras, allowing players to partake in the epochal Waterloo battle. Components will include five 22"x34" maps, an exclusive rulebook, plus extra unit counters. Not recommended for the faint hearted! Due June? TBA



AMERICAN CIVIL WAR

GDW A HOUSE DIVIDED 2nd Ed.

An excellent introductory-level grand-strategy game, covering this brutal war from 1861 to 1865. The fast playing rules have an emphasis on lines of communication & accumulative unit combat experience. With 160 counters and a 17"x22" map that features an area-movement system. Almost a classic beginner's simulation! \$55.00

TGI AUGUST FURY

The 2nd Battle of Manassas - Lee's Army of Northern Virginia invades the North, but is cut in half by Union forces. The two 22"x28" maps allow for more structured, realistic maneuvers. Units that were historically too late to have an effect on the conflict are included as optional reinforcements. The rules employ a realistic command system, close combat movement, and 5 states of morale. With 550 counters, 6 scenarios & 8 variants. \$55.00

TGI BARREN VICTORY

CIVIL WAR BRIGADE #4. Covers the three-day Battle of Chickamauga, where the Confederates hoped to avenge the whipping they suffered at both Gettysburg and Vicksburg. Includes two 22"x34" maps (200 yards per hex) & 560 counters. The mechanics feature five states of morale (ie: Blood Lust), a close combat system, advanced command and rules, optional troops, and six scenarios. \$65.00



TGI BLOODY ROADS SOUTH

CIVIL WAR BRIGADE #5. Recreates the Battle of the Wilderness, General Lee's last big chance for victory. TBA

COA CAMPAIGNS OF ROBERT E. LEE

A strategic-operational simulation of the eastern theater campaign, 1861 to 1865. 10 scenarios cover the bitter fighting that consumed Virginia, Maryland & Pennsylvania. The game's detail is quite extravagant, with 88 leaders individually rated for their initiative, administrative skill & tactical ability. Special rules cover Confederate sympathizers, Union observation balloons, partisan raiders, naval landings, etc, etc! With 600 exquisite counters and two stunning 34"x22" maps. I'm very impressed! \$65.00

3W CAMPAIGNS OF THE CIVIL WAR

Will cover Chancellorsville & Vicksburg. Due mid '92. TBA

COA CHANCELLORSVILLE

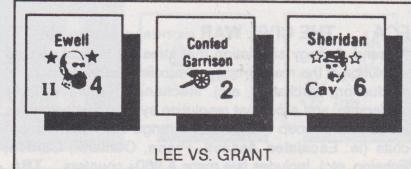
In 1863 the Army of the Potomac, rested and rebuilt from an earlier defeat, again sought to wrest control of Fredericksburg from the tenacious Army of Northern Virginia. Although outnumbered 59,000 to 135,000, an audacious and masterful Robert E. Lee crushed the Union forces as they traversed the Wilderness, much to Lincoln's despair. Components include three detailed 22"x34" maps (265 yards per hex) & 480 counters (half-brigades). Designed by R. Berg, with scenarios plus a campaign. Due ? \$70.00

FGA CIVIL WAR CLASSICS Vol. 1

Covers the battles of Pea Ridge & Shiloh. Includes short introductory scenarios, as well as more detailed & lengthy games. Mechanics include gunboats, night fighting, encampments, unit activation, fire & melee combat, leadership modifiers & variable morale effects. With 480 counters (demi-brigade) and six 11"x17" maps. \$60.00

SDI DEAD OF WINTER

The battle for Stones River produced appalling casualty rates, the worst of the entire war. Bragg's Army of Tennessee was hellbent on reaching the Nashville Turnpike, whilst their Union counterparts regrouped for a march on Atlanta, a thrust aimed at the very heart of the South. With two 22"x33" maps (50 yards per hex), and 800 counters (regiments, battalions & artillery sections). \$75.00



COA LA BATAILLE DE PREUSSISCH-EYLAU

A definitive study of Napoleon's winter battle in Prussia (1807) against the remnants of the Prussian Hohenzollern army and the forces of the Czar. Each hex represents 100 meters & every counter portrays a single regiment, battalion, battery, or leader. Includes detailed orders of battle, an historic essay, four 22"x17" maps & 960 counters. \$55.00

COA NAPOLEON AT LEIPZIG

The shrinking French Empire would finally collapse unless a decisive victory was won in Germany. But Napoleon's many enemies sensed a weakness, and like wolves they stalked his troops. Six days of grueling maneuver & bitter combat would decide the fate of Europe. Features 3 levels of rules complexity, with play options for 1 to 8 players. Includes 350 counters plus two 34"x22" maps. \$45.00

GDW & NAPOLEON'S BATTLE OF BORODINO, 1812

With the largest field army yet assembled in West Europe, France invaded Russia. Pursing the elusive Imperial army, Napoleon sought to confront the enemy in a grand battle that would decide the war. At the very gates of Moscow Napoleon won, and lost, the struggle for Russia. This huge game contains four 3-colour 22"x28" maps (100 meters per hex) & 1400 tactical-level counters (regiments, battalions & batteries). An award winning 1976 reprint. \$100.00

3W NAPOLEON'S LATER BATTLES

Features 2 "quick & simple", full-sized games: the Battle of Smolensk (street fighting, Aug. 17th 1812), and the Battle of Valutino (a potentially decisive engagement two days later). Designed by Keith Poulter. Due June? TBA

3W RORKE'S DRIFT & THE BOER WAR

Rorke's Drift: Counters represent either 1 British soldier or 7 Zulus. Mechanics include fire-spear attacks, sniper suppression, fatigue, ammunition depletion & barricades. With a 22"x34" map, 400 counters and 5 scenarios.

The Boer War: Game rules feature individual leaders, Boer evasion & infiltration, armored trains, British disease attrition, concentration camps, and Kitchener's scorched earth policy. With a 22"x34" map & 200 counters. \$30.00

COA THE EMPEROR RETURNS

Recreates the confrontation between the French Armee du Nord & troops of the 7th Coalition during mid 1815. The Anglo-Alied were steadfastly positioned around Waterloo, Napoleon's forces had to defeat them before the Prussians joined the fray. The game begins with the desperate maneuvering that historically led to the battle of Waterloo, players may however change strategies & succeed where Napoleon failed. 240 counters and a 22"x34" map. \$35.00

AH WAR AND PEACE

Covers the Napoleonic wars from 1805 to '15 - this terrible era of conflict consumed the armies of 6 major & 19 minor European powers. Battles were over the entire continent - from the rugged mountains of Portugal to the bitter Russian steppes. Contains four 11"x16" mapboards, 1040 counters, 9 scenarios & a multi-player campaign. Historically accurate game of grand strategy made easy. \$60.00

AH WOODEN SHIPS & IRON MEN

Naval warfare from 1776 to 1815. Players are able to create single ship duels or complex fleet engagements. Uses simultaneous hidden movement, plus a wealth of technically competent mechanics, to create a superb simulation of sea-borne battle during the age of fighting sail. With 27 scenarios, a 22"x28" mapboard & 180 counters. Highly recommended by avid gamers. \$60.00



PAX BRITANNICA - The Great War becomes the final solution

TGI IN THEIR QUIET FIELDS ***

CIVIL WAR BRIGADE #1. Lee's Maryland Campaign has failed, his Army of Northern Virginia faces an enemy force twice its size, but still the Confederate leader chooses to march on Antietam, knowing that the rebel spirit is as yet undaunted. Includes 560 counters, 22"x28" map, revised rules & unit strengths, plus a Sept. 16th scenario. **\$60.00**

VIC LEE VS. GRANT **

The Wilderness campaign of 1864 - the Army of the Potomac must capture Richmond from the tenacious Army of North Virginia, or a war-weary Union may give the South its much sought for independence. U.S. Grant; the North's new Cinc, and its last hope, prepared to challenge the formidable military prowess of Robert E. Lee. Contains 520 counters (division & corps scale), a 22"x32" map (2 miles/hex), 6 introductory scenarios & 3 campaigns. Mechanics include random events (torrential rain, a very ill Lee, et al), sea transport, variant reinforcements, etc. **\$25.00**

COA MARCHING THROUGH GEORGIA **

Sherman was ordered to destroy the Confederate Army of Tennessee with three Union armies. The numerically inferior rebels were tenacious in defense; therefore Sherman sought to capture Atlanta, thus denying the enemy their war supplies. This is a contest of strategic maneuver, with combat resolved on a tactical display where unit strengths remain hidden until assaulted. With two 17"x22" maps, 240 counters, 3 scenarios and a 40-turn campaign. **\$40.00**



THE CIVIL WAR 1861 - 1865

COA MISSISSIPPI FORTRESS **

A strategic simulation, with tactical combat resolution, that recreates Grant's 1863 campaign to defeat two Rebel Armies and capture both Vicksburg and Port Hudson, thus controlling the Mississippi and splitting the Confederacy. Rules include weather, gunboats, shore batteries, the Vicksburg siege, forced marches, unit stragglers & hidden unit strengths. An excellent game of maneuver and bluff, with a 17"x22" map and 240 counters. **\$40.00**

3W RAID ON RICHMOND **

In 1864 General J. Kilpatrick lead a miserable assault on Richmond which failed to achieve anything. This game however, hypothesizes on the urban brawl that would have erupted had Kilpatrick not fled the field - outnumbered Union cavalry riding amok in the streets! Components include two 22"x24" city maps with sites of political & military value, plus 300 counters. Mechanics cover releasing & arming POWs, commandeering transport, slave evacuation, barricades, plus leader capture or executions. **\$45.00**

FGA THE CIVIL WAR BROTHER AGAINST BROTHER ***

A grand strategy simulation that stresses tactical combat, resolution & the maintenance of auxiliary services (supply, production, blockades, etc). Mechanics feature variable leadership, and a combat resolution system that combines a matrix with troop morale and a range of tactical combat chits (ie: Escalated Assault, Probe, Outflank, Cordon, Echelon, etc). Includes five maps & 960+ counters. **TBA**

AH KNIGHTS OF THE AIR **

Join Europe's elite combatants as they contest for the skies over the blasted trenches. This is a superior aerial combat simulator for 1-6 aspiring pilots, players are able to partake in aerobatic individual duels or frenzied team brawls. Contains 188 counters representing 20 aircraft types, and a beautiful 22"x32" mapboard. Features variable pilot experience, a fast-playing card-based maneuver system, and historic aircraft capabilities. **\$50.00**

VIC PAX BRITANNICA ***

A 4 to 7 player game of empire building during the age of colonial expansionism (1880+). The Great Powers vie for global power and esteem as they maneuver naval & land assets to distant lands, establishing colonies and exploiting their resources to pay for further territorial claims & security maintenance. Mechanics include random events, unrest, garrisons, canal construction, treaties, the Chinese Rebellion, minor wars, European tensions, and a threatening Great War. 666 counters & two 22"x32" maps. **\$60.00**

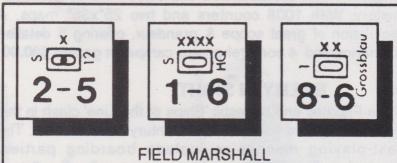
PAN WARLORDS **

An entertaining 3 to 7 player game of political diplomacy and military expansionism set in China from 1916 to 1950. The mechanics include famine, revolts, foreign aid, guerrilla warfare, taxation, etc. Victory is dependent upon several factors - bribery, coercion and negotiation, as well as careful resource management and bold militarism. Boxed game, containing a 19"x23" map & 252 counters. **\$10.00**

WORLD WAR TWO

MB AXIS & ALLIES **

A massive game of global grand-strategy for 2 to 5 players. Beginning in 1942, the world powers must expand their territory to both deny the enemy land, and to increase vital production resources. Mechanics feature secret weapon development, strategic bombing, and submarine warfare. Components include a colorful 19"x33" mapboard plus 299 plastic miniatures representing land, air & naval assets. Highly recommended for young gamers. **\$80.00**



FIELD MARSHALL

JED EUROPE AT WAR *

1-4 players command the economic and military growth of a European power from 1941 to '45. With 282 counters & three 8"x22" mapboards. Includes naval elements, Japan's influence on Europe, the A-bomb, & political options (such as the assassination attempt on Hitler). **\$20.00**

TSR EUROPE AFLAME **

A 2-4 player simulation of the European conflict. A nation's military might is constructed from infantry, mechanised, air & naval assets. Strategies are tested against units whose strengths are unknown until engaged. Mechanics include area movement, partisans, para's, garrisons & production. With a 21"x35" mapboard & 236 counters. Great low-complexity variant on the grand-strategy theme. **\$55.00**

JED FIELD MARSHAL *

A well balanced hypothetical conflict where each player's battlefield control is hindered or helped by 32 Situation Cards (representing a higher command). The full spectrum of a WWII air-land battle is featured; with marine, airborne, armour, infantry, artillery and aircraft assets included in the 196 counters. Contains three 8"x22" mapboards. **\$20.00**

AH HITLER'S WAR **

The European & Mediterranean struggle in a compact format. Players must decide upon war direction, production priorities & research, as these non-combat tasks are a vital aspect of ultimate victory. With 520 counters (mostly chits), a 16"x22" mapboard & 3 scenarios. A quick, colourful coffee-table sized game of grand-strategy. Includes the Allied bombing campaign and the U-Boat threat. **\$50.00**



HITLER'S WAR

WORLD WAR ONE

GDW BLUE MAX 2nd Ed. *

Air to air combat over France, 1917 to '18. This introductory-level game features stunning box cover-art plus new rules for altitude levels & damage spin-outs. The mechanics allow for fast 'n' furious dogfights between multiple players, with the option of playing long-term campaigns where novice pilots fight for ace-status. Has a bland 22"x28" map, 60 really great aircraft counters! **\$55.00**

AH DIPLOMACY *

A classic game of abstract grand strategy, where 2 to 7 players (each of whom controls a pre-WWI nation) embark on a no-holds-barred contest of empire building. The key ingredients of victory in this addictive simulation of international politics & military imperialism are treachery, bluff and backstabs ("What alliance?"). The mechanics require no dice! Includes 112 plastic counters and a 22"x24" mapboard. An ideal way to find out who your real friends are, and to test the limits of your temperament. **\$35.00**

GAMER'S GUIDE TO DIPLOMACY

A 36 page magazine that features an introduction, details on national strategies & elements of play, notes on postal Diplomacy & tournaments, plus game variants, etc. **\$15.00**

DIPLOMACY PIECES

A bag of plastic counters, as used in the boxed set. **\$3.00**

AH THIRD REICH 4th Edition ****
 A classic grand-strategy simulation. This challenging game covers the war in Europe and the Mediterranean from 1939 to '45, with full historic integration, plus some hypothetical variants. 2 to 6 players must boldly lead their nations through the turmoil & triumph of history's darkest years. With 550 counters (Corps level) & a 22"x32" mapboard (60 miles/hex). Includes 3 'short' scenarios. \$60.00

AH GAMER'S GUIDE TO THIRD REICH 48 page mag' with articles on national strategies, advanced tactics, economic management & diplomacy. \$10.00
AH ADVANCED THIRD REICH
 This seems to be a box set featuring an extra counter-sheet, a stunning new mapboard (by the **Russian Front** artist), plus new rules on integrated diplomacy, national entry-activation, variant events, etc. Due May/June? TBA

AH SQUAD LEADER 4th Edition ***
 An award-winning, and still popular, tactical game of small-unit combat. 712 counters include support weapons plus vehicles for German, Soviet & U.S. forces. Four 8"x22" mapboards feature urban & wilderness terrain. A comprehensive, quality simulation with 12 scenarios. \$70.00

AH CROSS OF IRON 4th Edition ***
 An east-front expansion module for **SQUAD LEADER** that features a restructured armor and artillery system, as well as new troop types (ie: elite) & support weapons. Includes 8 scenarios, an 8"x22" mapboard & 1096 counters. \$65.00

AH CRESCENDO OF DOOM ****
 Introduces the troops, vehicles and equipment of France and England to the system, as well as a host of minor nationalities, including Poland, Belgium & Finland. With many new rules, two 8"x12" maps & 1324 counters. \$60.00

AH GI: ANVIL OF VICTORY 2nd Ed. ****
 Yep, it's the Americans, plus revised infantry counters for the other combatants. Naturally it contains more advanced rule additions (36 pages - including heroes, tunnels, DD tanks, canals, etc), plus 14 scenarios, 1568 counters, five 8"x12" mapboards plus some nifty terrain overlays. \$75.00

AH NAVAL WAR
 An amusing Beer 'n' Pretzels game of large fleet battles. 3 to 6 degenerate gamers collect an array of multi-national warship cards, plus various action cards, and then shout furiously at each other, recklessly flinging dice, until someone wins! 162 cards represent a varied selection of warships, from the Yamato & Ark Royal, to lowly torpedo boats. Fast entertainment for old game hacks. \$25.00

3W 2WW
 A very simple game of the European conflict. Components include 4 pages of rules, 80 counters (with naval assets), and a 11"x17" map, all in a ziplock bag. This is a wargames primer, and as such is ideal for beginners. \$15.00



SQUAD LEADER

ADVANCED SQUAD LEADER

The most realistic & historically detailed tactical WWII system available. A high quality production that features intricate game mechanics - 2 minutes per turn, 40 metres per hex, and with each counter representing a squad of 5 to 10 men, or a single vehicle, leader & support weapon. Players must be familiar with **SQUAD LEADER** first!

AH ADVANCED SQUAD LEADER ***
 Rulebook ONLY - a sturdy 3-ring binder with dust cover. Inside are 176 pages of text with 8 data cards. Featured chapters are - Introduction, Basic Infantry Rules, Terrain, Ordnance-Offboard Artillery, Vehicles, Design Your Own (with German & Soviet equipment notes), plus an index. An outstanding production with superb graphics! \$90.00

AH ASL ANNUAL '89
 11 articles (Scottish Pipers, etc) plus 18 scenarios. \$25.00
AH ASL ANNUAL '90
 8 articles (Soviet mine-dogs, etc) & 19 scenarios. \$25.00
AH ASL ANNUAL '91
 64 pages (German Maus, etc) plus 16 scenarios. \$25.00

AH ARMIES OF OBLIVION
 We know its title, and it's due out this year, that's all. TBA

AH BEYOND VALOR
 Contains an extensive German & Russian force pool: 2396 counters representing AFVs, soft-skinned vehicles, artillery, infantry support weapons, leaders, gun crews, regular & elite troops, game markers and more. With four 8"x22" mapboards (#20-23) and 10 scenarios. \$90.00

AH CODE OF BUSHIDO
 Presents chapter G - rules for the Pacific theatre, (new terrain, banzai charges, kamikaze tank-hunters, hara-kiri, pack animals, etc) and the Japanese additions for chapter H. With 660 counters, 4 mapboards (#34-37) and some very densely tangled terrain overlays. \$95.00

AH CROIX DE GUERRE
 Two new mapboards (I think), several counter-sheets and eight scenarios round-out this French module. Should be similar in style to **Hollow Legions**. Due 1992. TBA

AH GUNG-HO!
 Contains more rules for chapter G (cave fighting, landing craft, bulldozers, tropical climate, beach and river assaults, naval gunfire, etc), two mapboards (#38 & #39), various beach overlays, 8 scenarios, plus 1008 counters (for the US Marines, early US Army, the complete Chinese OB & landing craft for various nationalities). \$100.00

AH HEDGEROW HELL
 Deluxe ASL module - contains 8 very good west-front scenarios and four 11"x26" wilderness mapboards, each with a 2.2" hex grid. The very large hexes eliminate on-board clutter, and allow for a more fluid game. \$40.00

AH HOLLOW LEGIONS
 The Italian supplement. Components include two desert mapboards (#30-31), 652 counters (vehicles, weapons & troops), 8 multi-theater scenarios, and the relevant expansions for chapters H (12 pgs) and N (4 pgs). \$60.00

AH KAMPFGRUPPE PEIPER
 Historical module covering the 1944 Ardennes offensive; playable as short scenarios, or a very comprehensive campaign. With 1 or 2 countersheets & five 31"x45" map-sheets covering Stoumont, La Gleize & Cheneaux. TBA

AH PARATROOPER
 Introductory ASL - details small unit actions with the 82nd & 101st Airborne Divisions during the Normandy Invasion. Contains ALL the necessary counters & markers (478) for the 8 scenarios, plus one (#24) mapboard & chapter K - a 24 page ASL primer! Note - requires mapboards #1 to #4 to play (as uses in **Squad Leader**). \$50.00

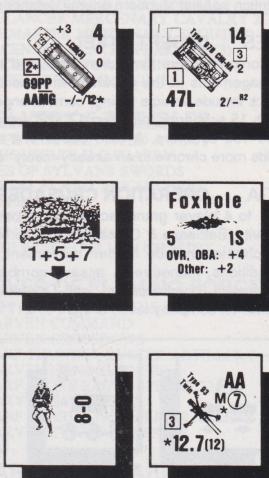
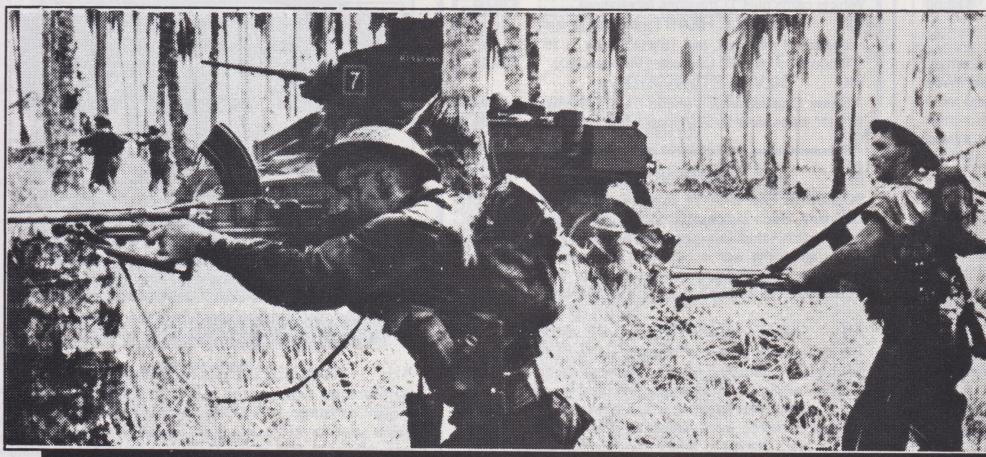
AH PARTISAN!
 Recreates an assortment of guerrilla operations against the Germans and their Axis allies - from the rugged mountains of Greece, to dark Russian forests, and the shattered streets of Warsaw. Contains 260 counters (axis minor infantry & various support weapons), two 8"x12" mapboards (#10 & #32) plus 8 scenarios. \$40.00

AH RED BARRICADES
 This Historical Module features the vicious battles for a huge ordnance factory complex in Stalingrad. Includes Chapter O (rules clarifications, new urban terrain types & campaign mechanics), 478 counters & two 31"x45" map-sheets (with 1 inch hexes). There are 7 standard scenarios and a huge Red Barricades campaign. \$60.00

AH THE LAST HURRAH!
 Eight challenging, and sometimes quirky, scenarios from 1939 to 1941 - the heady, dark years of triumph for the German blitzkrieg juggernaut. Contains two mapboards (#33 plus a new #11), and 260 counters (featuring Allied minor infantry & various support weapons). \$40.00

AH WEST OF ALAMEIN
 Features 1264 counters representing British vehicles, ordnance, support weapons and troops from 1939 to '45. Plus Chapter F (rules for desert warfare), and Chapter H notes on British equipment. There are 8 scenarios, five 8"x22" desert mapboards (#25-29), a 7"x 22" escarpment map and six pages of terrain overlays. \$99.00

AH YANKS
 Obviously this is the American expansion set, it has 1048 counters that contain the usual plethora of AFVs, ordnance, heavy equipment, leaders, NCOs, grunts, and markers. There are also four 8"x22" mapboards (#16 to #19), 8 scenarios, chapter E (26 pages of miscellaneous' rules), and U.S. vehicle notes for chapter H. \$90.00



GUNG HO (although there are no scenarios involving Australians).

AH UP FRONT **

Unique game of man-to-man combat in Europe that uses data cards to represent individual soldiers, heavy equipment & vehicles. Cards are also used to determine terrain type and to prompt various actions. This boxed set includes 322 illustrated cards, most in colour, & 304 counters. Based on *Squad Leader*, but a little easier. \$60.00

AH BANZAI **

Expansion set that introduces the English & Japanese to *Up Front*. Features new rules for jungle warfare & solitaire play. 80 cards, 63 counters & 12 scenarios \$20.00

AH DESERT WAR **

Features French and Italian units, new rules, plus comprehensive scenario reference charts for all of the *Up Front* combatants. 70 cards & 63 counters. \$12.00

ADG WORLD IN FLAMES 5th Edition ***

Award-winning Australian game that covers the entire war on two huge 28"x34" Pacific & European maps - each can be used independently, or combined for a global struggle. Players must carefully plan their long-term military production, as well as strategic campaigns. The superb game mechanics allow for fluid land, sea & air operations. With 1000 counters (30 nationalities). For 2-6 players. \$70.00

ADG DAYS OF DECISION ***

1 to 7 players jockey for global pre-eminence from 1936 to '39. An abstract combat system recreates the Spanish Civil War, and numerous other early, peripheral conflicts. The game-mechanics include national economies, coups, alliances, elections, new *World in Flames* campaign rules plus extra minor-nationality units. Contains 200 counters, a 24"x16" political map, a mini-map of Spain, etc. \$50.00



WWII - EUROPEAN THEATER

TSR WWII - EUROPEAN THEATER ***

Grand Strategy for 2 to 5 players, covering the European and Middle East theaters from 1939 to '45. Includes air & naval operations, production, command structures, etc. The mechanics are detailed - each Seasonal Turn features 4 phases & 10 steps, while Monthly Turns have 6 phases & 28 steps! Components include two beautiful 23"x34" maps & 1200 counters (representing 19 nations). \$85.00

AFRICAN CAMPAIGN

JED (THE) AFRICAN CAMPAIGN 2nd Ed. *

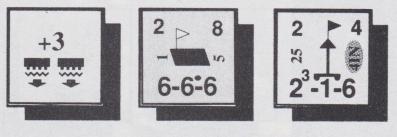
A fast, desperate game of the desert war from late 1940 to early 1942. The mechanics include airpower, fuel supplies, hidden minefields, fortresses, & unit breakdown. With 168 counters and an 11"x32" mapboard. Players must risk their meagre forces for quick strategic gains, or suffer unwanted attrition against stubborn enemy defences. \$25.00

WES DESERT STEEL ***

A comprehensive simulation dedicated to tactical armour engagements in the desert environment. Detailed mechanics include vehicle facing, combat engineers, and more. With 15 scenarios, plus two 17"x22" variable terrain maps and 480 counters. A card based unit-activation system adds more chrome to an already meaty system. \$40.00

FGA OPERATION CRUSADER ***

A 1 to 4 player grand-tactical game covering operations Brevity, Battleaxe & Crusader (May to Nov. 1941). Game mechanics include hidden movement, variable victory conditions, maneuver & assault combat, unit efficiency, engineers, bombardment, etc. Contains 1440 counters (battalion/company level) & eight 11"x17" maps. \$85.00



OPERATION CRUSADER

DESERT STEEL



GDW (THE) SANDS OF WAR ***

Tactical combined-arms combat in North Africa, from 1941 to 1991. Includes 5 pages of 'jump-start' rules for beginners, plus more comprehensive mechanics covering such things as advanced munitions, amphibious vehicles, obstacles, limited visibility, reaction movement, cohesion, etc. Contains 31 scenarios (8 being WW2), ranging from Operation Brevity, to Desert Storm, plus a DYO section. With 880 counters and sixteen 11"x17" maps. \$80.00

WESTERN FRONT

GMT AIR BRIDGE TO VICTORY **

In an attempt to outflank the formidable German Rhine defenses, troops from the 82nd, 101st & British 1st Airborne are dropped into a narrow corridor from Eindhoven to Arnhem. But the Allies face a race against time if they are to fully exploit this operation. Battalion-level game with rules for initiative, automatic victory conditions, air support, close assault, engineers & integrating maneuver combat. 300 counters, plus 22"x34" & 22"x17" maps. \$60.00

AMBUSH!

AMBUSH! was designed specifically as a solitaire simulation. A system of Mission Cards & paragraph booklets are used to determine enemy tactical decisions. Unit scale: individual men & vehicles. Ground scale: 10 yards/hex

VIC AMBUSH! **

Lead a squad of American troops on 8 missions through German-occupied France. With 218 counters & two 16"x22" maps. Specific objectives must be met by the player using a prudent selection of equipment and a good dash of mindless violence. The **AMBUSH!** solitaire mechanics control the reactions of the enemy. \$70.00

VIC MOVE OUT! Module 1

This first expansion set includes 60 new Character & Vehicle cards plus 11 missions (scenarios). \$30.00

VIC PURPLE HEART Module 2

Features 13 missions, two 16"x11" maps, a 16"x22" map, 108 counters, plus 60 Character-Vehicle cards. \$55.00

VIC SILVER STAR Module 3

70 new Character & Vehicle cards, 9 missions, two 16"x11" maps, one 16"x22" map & 108 counters. \$50.00

AH B-17 QUEEN OF THE SKIES *

SOLITAIRE Pilot a B-17F over the flak-scarred skies of Germany. Each successful bombing mission allows the crew to gain valuable experience, and after 25 such flights their part in the war is over. But prowling fighters and ferocious ground fire make the odds of surviving slim indeed. With 88 counters and an 11"x16" mapboard. \$50.00

AH BATTLE OF THE BULGE 3rd Ed. *

The thunderous impact of bursting shells ignites the pre-dawn gloom, heralding Hitler's Ardennes offensive. Three German armies slam headlong into the Americans, but their momentum is arrested by a determined defense. The struggle becomes more intense as the Panzer's, already low on fuel, attempt to break the deadlock before Allied reinforcements arrive. This entry-level game contains 194 counters, a 14"x22" mapboard, plus a 40 page book with detailed historical background and playing hints. \$40.00

JED FORTRESS EUROPA (Unboxed) **

An entertaining game covering the West Front campaign, where both players have an opportunity to achieve victory. The Allies are able to conduct two invasions per game, however the Germans may thwart the landings with their hidden panzer reserves. Includes rules for airpower, paratroopers, partisans, volkssturm, mulberries & naval bombardments. With 400 counters and a 22"x24" map. \$12.00

3W HITLER'S LAST GAMBLE ***

In a desperate bid to shatter the Allied advance, 19 refurbished German divisions attempt to capture Antwerp by launching an unexpected offensive thru the heavily forested Ardennes in Belgium. This is a very comprehensive & authentic 'bulge' simulation! The rules feature a wealth of optional material plus a number of exciting variants. With 800 counters & two detailed 21"x32" map sheets. \$45.00

AH LUFTWAFFE **

The U.S. bombing campaign's objective was the destruction of key industrial & military targets. The Germans best defense against these devastating strikes were their formidable interceptors, but with limited air assets the battle for air superiority would require shrewd judgement of the enemy's objectives. Covers the air war from 1943 to '45. With 277 counters & three 8"x22" mapboards. \$50.00

TGI OBJECTIVE: SCHMIDT ***

After exploiting a breach in the West-wall, the US 112th Infantry Regiment finds itself isolated deep within Hurtgen Forest, and under increasing pressure from fierce counter-attacks. This tactical recreation features 14 scenarios, a campaign game, four variants (including a Gross Deutschland Tiger platoon), a 22"x34" map (125 yards/hex), and 840 counters (platoons & individual guns/tanks). \$55.00

VIC OPEN FIRE **

SOLITAIRE The player commands a U.S. tank platoon, while the hidden German foe is controlled by the game mechanics. With six missions, 210 counters and a 22"x32" map (50 metres per hex). Based on the **AMBUSH!** tactical system, the rules feature captured vehicles, close assault, mines, bunkers, morale, improved crew skills, etc. \$75.00



HITLER'S LAST GAMBLE

AH PANZER LEADER ***

An excellent game of tactical combined-arms combat between swarms of Allied AFVs and the stoic German Kampfgruppen from 1944 to '45. With 20 scenarios, 384 counters (platoon scale) and 4 geomorphic 8"x22" mapboards (250 metres per hex). Victory will be the reward of determined planning and the successful integration of all combat assets - from aircraft to infantry. \$65.00

AH PANZER LEADER 1940 VARIANT ***

10 scenarios highlight the tactical aspect of Germany's brilliant campaign in France. The British and French had some superior AFVs, but their combined-arms expertise was inferior to that of the Germans. Players can create their own tactics using the fledgling armored vehicles and infantry weapons of 1940. With 192 counters. \$18.00

WES R.A.F.

SOLITAIRE Recreates the Battle of Britain, Hitler's prelude to his projected invasion of England. The player commands the R.A.F. whilst the game system controls the Luftwaffe. Contains 160 counters and a 22"x34" map, plus 134 'Target', 'Event' & 'Force' cards. This is the most intelligent solitaire system available on the market. Each game is difficult, and no one campaign plays the same. \$60.00

AH RAID ON ST. NAZAIRE

SOLITAIRE 1.28 AM, March 28th 1942 - a small flotilla of torpedo boats and British commandos began a daring raid on a German-occupied French port. Within in the next few hours this heroic force will have run amok, destroying installations and sinking docked vessels; despite a formidable defense of shore batteries, flak towers, and frantic Stosstruppen. This is a tense game of squad-level combat and demolition where objectives must be eliminated quickly. With 260 counters & a 16"x33" mapboard. \$65.00

VIC SHELL SHOCK

Players begin the game with tactical objectives, before play they must 'purchase' the amount of infantry squads they need, and then equip each of them with a variety of assets (such as barbed wire, artillery support, heavy weapons, fox holes, etc). Contains 5 maps, 540 counters, and 6 variable-ending scenarios. Mechanics include hidden defense, engineers, AFVs, mines, combat savvy, fate, & random events. Based on the *Ambush!* system. \$40.00

AH STORM OVER ARNHEM

Operation Market Garden - the redoubtable 2nd British Parachute Battalion established a fragile perimeter around Arnhem bridge. For four days they held at bay determined counter-attacks by Wehrmacht troops and SS panzers. This game recreates this heroic action using a system of quick-playing simultaneous movement & action-reaction assaults. With 224 counters (representing 12 men or 2-3 vehicles) & a 22"x32" mapboard (area movement). \$70.00

AH THUNDER AT CASSINO

Vicious skirmishes raged across the steep, rubble strewn slopes of Monte Cassino, whilst in the shattered town below tanks & infantry fought for control of the streets. In the end the Allies would have 80,000 casualties, courtesy of the tenacious 1st Fallschirmjäger Division. This game employs a quick simultaneous (area) movement system that maintains traditional action-reaction phases by using alternating fire or move impulses. Unique night & smoke rules promote an exciting game of maneuver and counter-attack. With 478 counters & a 22"x24" mapboard. \$60.00

JED (THE) WAR AT SEA

A great introductory-level game that recreates, in a simple yet elegant manner, the naval war between the Axis and Allied fleets. Individual vessels, represented by 117 large counters, engage in battle for control of the North Sea, Atlantic, Mediterranean & Barrents Sea. *War at Sea*'s mechanics promote a tight contest of cunning & bravado that even experienced players will find entertaining! \$40.00



AH WAR AT SEA 2

This update kit contains a 22"x24" mapsheet (adding the Black Sea, the Caribbean Sea & the Cape of Good Hope), 80 counters featuring more German, Italian & Allied ships (7 Russian, 26 French, 3 Greek, etc), plus variant rules such as surface raiders, frogmen & X-Craft. Great! \$20.00

3W 1944: SECOND FRONT

A strategic level game of the D-Day landings, and the subsequent Allied drive for the Rhine. Germany must attempt to stem the beachhead, failing that it can husband its strength for a later Ardennes-style counter-attack. The value of elite combat units is emphasized by the mechanics. With 400 counters (battalions, regiments, brigades & divisions) and a 22"x34" map (15 miles per hex). \$35.00

EASTERN FRONT

OME EASTERN FRONT SOLITAIRE

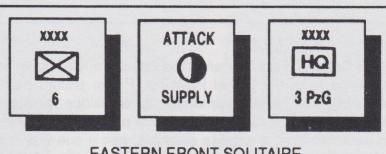
A **SOLITAIRE** grand strategy campaign that uses unique area-movement rules, and variable (hidden) unit strengths. German forces include infantry armies, panzer corps & army group HQs. The Soviets (non-player) employ fronts, shock armies, tank armies & garrisons. Game mechanics include limited intelligence on Soviet intentions, exploitation phases, supply, allies, effects of weather, partisans & short scenarios. With 200 counters & 20"x32" map. \$20.00

COA EDELWEISS

Recreates the invasion of the Caucasus in '42: two German armies attempt to capture the petroleum works deep in south-east Russia before the Soviets can counter their drive with a winter offensive. This is a definitive East Front simulation with excellent mechanics that feature demanding supply rules & peripheral partisan operations. Contains 4 scenarios, a campaign (with an optional variant-history Order of Battle), 720 counters & four 22"x34" maps. \$70.00

AH PANZERBLITZ

From blitzkrieg to bloody quagmire, the armoured might of Germany & Russia represented the cutting edge of tactical weapons technology. Their tanks were the feared knights of the mechanical battlefield, machines of war designed for mobility and destructive prowess alone. Features 12 scenarios of company-platoon level tactical combat. With 352 counters (which includes infantry, AT guns & light vehicles) and four 8"x22" mapboards. A classic. \$60.00



EASTERN FRONT SOLITAIRE

COA PRELUDE TO DISASTER

May 1942, 4 Soviet armies shatter the south Ukraine front. Hammering the stunned German defenders, this vengeful juggernaut prepares to liberate Kharkov & seize the Dnepr River crossings. German reinforcements, assembled for operation Fridericus, are rushed into battle to try and encircle the Russian offensive. Mechanics include airpower, partisans, variant forces, plus optional (historic) command restrictions. With 720 counters, one 22"x34" map (5 miles per hex), each turn equals 2 days. Due soon? \$65.00

AH RUSSIAN FRONT

Recreates Operation Barbarossa - Germany's attempt to add a huge slab of eastern real estate to its Empire. Players can choose between three scenarios, or the obligatory mother-of-all-campaigns. Features basic, advanced and optional rules, with the inclusion of naval and air assets. Combat occurs within the hex (units suffer incremental losses), and can take more than one round to resolve. With 518 counters and a great 32"x22" mapboard. \$65.00

JED RUSSIAN CAMPAIGN Series II

This simulation allows players to enjoy the desperate ebb and flow of strategic warfare in Russia without being encumbered by a plethora of rules. The award-winning mechanics capture the bold energy of Blitzkrieg and the chilling ferocity of winter warfare. With 252 counters and a 24"x22" mapboard. A very entertaining and hard-fought campaign game for both beginners & veterans. \$25.00

GDW STAND AND DIE

Borodino, Oct. 1941 - lead elements of Hitler's military machine make a desperate lunge for Moscow before Soviet reinforcements, and a severe winter, finally blunt the offensive. Because of the high proportion of armored and motorized units, this is a very fluid game that presents an ever-changing tactical situation. Mechanics include air support, and engineers, plus substantial differentiation of the weapons involved. With 650 counters (company level), and two 19"x28" mapboards (500 meters per hex). \$120.00

COA WINTER STORM

Edelweiss designer on operational Stalingrad game. TBA

WARGAMES

AH TURNING POINT: STALINGRAD

Uses semi-simultaneous movement to re-create the dazzling initial German breakthroughs which almost won Stalingrad in the opening days of battle, only to be turned back by valiant resistance from the last defenders. Mechanics feature a unique battalion-level combat system (promoting sudden penetrations, overruns & costly stalemates), variable day-night impulses, high solitaire suitability, & optional Sudden Death Victory Conditions. With a lavish 16"x44" mapboard (area movement) and 394 counters. \$65.00



AH STALINGRAD EXPANSION KIT

Contains 96 counters and 120 game markers. These units are included in the original game's Order of Battle. \$12.00

EASTERN FRONT

VIC BATTLE HYMN

SOLITAIRE Man-to-man combat between the tenacious Japanese and nuggety American Marines. The mechanics allow the Japs to respond tactically to all player strategies in an intelligent manner. All of the combatants controlled by the player are individually rated for initiative, perception, command & vehicle/weapons skills. With 8 scenarios, 218 counters, 3 maps (10 yards/hex), and 90 character-vehicle cards. Uses the same system as *Ambush!* \$70.00

VIC LEATHER NECK

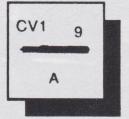
Battle Hymn expansion set containing 4 comprehensive missions, rules clarifications & errata, 60 new Character-Vehicle cards, 108 counters and two 8"x22" maps. \$45.00

VIC CARRIER

SOLITAIRE Covers the 1942/43 southwest Pacific naval campaigns. The game system mimics historical Japanese tactics based upon randomly determined objectives, missions & force strength. Mechanics include radar, night battles, air searches, surprise attacks, limited intelligence, an amusing 'Final Countdown' option, scenario generation and much more. With a 22"x32" map (33 miles/hex) & 780 counters (individual ships or groups of 8 aircraft). \$85.00

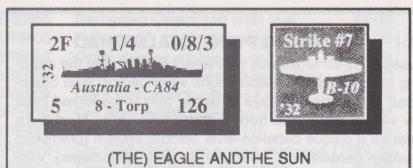
OME CARRIER WAR

Strategic/operational level campaign game that covers the war from late 1941 to '44. Includes Allied & Japanese air, land & sea assets. The mechanics feature monthly turns, strategic bombing, airborne & amphibious operations, army intelligence, engineers, naval repairs, fortifications, air searches, submarines, solitaire-play options, and much more. With three levels of rules complexity, 7 scenarios, a big campaign, 800 counters and a 22"x30" map. \$60.00



OME CARRIER WAR EXPANSION KIT

This supplement extends the duration of the Pacific campaign through to May 1946. Features 400 extra counters, plus optional rules and several scenarios - including an alternate history exploring a lower level of US pre-war naval construction, and the invasion of Japan. TBA



(THE) EAGLE AND THE SUN

FGA (THE) EAGLE AND THE SUN ***
 This is a reprint of SPI's Pacific monster-campaign 1941 to '45 (or '48 if you're feeling adventurous!). Includes individual battle scenarios, plus a variant 'War in the 30s' game, for the less enthusiastic. Features distinct sea, air and land combat systems plus mechanics for production & logistics. Contains seven 22"x34" maps & 3000 counters (with 75 aircraft types and never-built treaty ships). Due soon? \$75.00

AH FLAT TOP ***
 An exhausting and tense simulation of the Solomon Sea battles in '42. The hidden movement & aircraft endurance systems will test the skills of every player. Mechanics include variable aircraft ordnance, carrier & base readying & launch abilities, weather, high/low altitudes, interception combat, etc. Although often frustrating, patient players with a penchant for bookkeeping will really enjoy this. 5 scenarios, 1300 counters & a 28"x44" mapboard. \$80.00

AH MIDWAY *
 American and Japanese fleets ply the ocean in search of prey, their carrier-borne aircraft ready to blow the elusive enemy out of the water. This game features a nail-biting hidden-movement system whereby players must send planes on 'Search & Destroy' missions to flush out enemy vessels. With 3 levels of complexity, 235 counters, a 14"x22" Searchboard and a 14"x22" Battleboard. \$45.00

GMT OPERATION SHOESTRING ***
 Company-level game of the battle for Guadalcanal. The air & naval conflict is fully integrated with the ground fighting. Mechanics feature engineers, Jap' hidden units, limited US intelligence, close assault, bombardments, Banzai charges, automatic victory conditions, fatigue, supply, etc. With a 22"x34" map (1 mile per hex) and 600 counters. An evenly-matched contest for 1 to 4 players. \$65.00

VIC PACIFIC WAR ***
 A meaty campaign game of the Allied struggle against Japan, from 1941 to '45. The Japanese player must move decisively, and prepare for the eventual backlash from a rejuvenated Allied war machine. But with a very astute strategy, and careful resource management, the Emperor will indeed be able to sip his green tea by the Sydney harbor. With 20 scenarios, 2340 counters, and two 22"x32" maps. Includes fully integrated air, land & naval mechanics, as well as a streamlined logistics system. \$100.00

FGA PACIFIC WAR CLASSICS Vol. 1 ***
 Covers the battles for Tarawa ('43) & Saipan ('44) using a game system similar to GMT's *Operation Shoestring*. Although outnumbered, the Japanese were prepared to throw the Marines back into the sea at any cost - the fighting that resulted was brutal and uncompromising in its intensity. Includes the air & naval conflict, 960 counters, two 22"x34" & 11"x17" maps, plus a 17"x22" map. \$75.00

VIC TOKYO EXPRESS ***
 SOLITAIRE A game of the desperate nightly naval battles fought off Guadalcanal in '42. The US player must select and employ task forces to hunt down Japanese merchants, but must be wary of prowling enemy warships. With 3 levels of complexity, a 2 player game option, 676 counters, one 22"x32" map and 120 Gunnery cards. \$80.00

AH VICTORY IN THE PACIFIC

A *War at Sea* style Pacific war campaign game (1941-'45). The emphasis is on entertainment value rather than grueling mechanics. Play is fast-flowing and quite intense as players maneuver their land, air & sea assets over the 22"x28" (area movement) mapboard. Contains 318 large counters that concentrate on individual naval units. \$55.00

TSR WWII - PACIFIC THEATRE

A strategic-operational level campaign game that covers the conflict from 1937 to '45, including the peripheral land battles that were fought on the Asian mainland. Mechanics include island hopping amphibious operations, carrier raids, industry, and the impact of subs. Features monthly turns, 11 scenarios, 1200 counters, and two great 23"x34" maps (100 miles/hex). It can be played independently of, or in conjunction with *WWII - European Theatre*. \$85.00



PACIFIC WAR CLASSICS - Vol. 1

POST WORLD WAR II**VIC FLASHPOINT: GOLAN!**

The fifth Arab-Israeli war begins around the Golan Heights & the Jordan River Valley. A Scenario Generation System determines the parameters of this conflict in a random, yet logical fashion - victory conditions, allied-nation support, UN action & superpower intervention, are all variable. The mechanics use battlefield salvage, cruise missiles, engineers, special munitions, amphibious ops, artillery ammo depletion, etc. With 2 setpiece campaigns (involving Israel, Jordan & Syria), 780 counters (regiments, brigades & battalions), plus two 22"x32" maps (4kms per hex). \$80.00

AH KREMLIN

3 to 6 devious players attempt the treacherous climb up to the pinnacle of the Soviet Politburo. Power politics have never been so brutally humorous, as ambitious ministers vie for the position of Party Chief. The prospect of a sudden backstab from a ruthless comrade, and a one-way trip to the Siberian salt mines will keep everyone on edge. A satirical card-based boardgame with a 16"x22" board, 260 markers, 24 Politician cards & 36 Intrigue cards. \$50.00

AH KREMLIN - REVOLUTION

Expansion kit for the 1923 12th Party Congress. 34 new Intrigue cards plus 26 historic personality cards. \$20.00

VIC (THE) KOREAN WAR

Operational-level simulation of the first year of the conflict. The North Korean invasion can be compromised by UN airdrops or an amphibious counter-invasion, but these in turn may unleash the Chinese hordes. Western firepower is pitted against a numerically superior enemy. With 520 counters, two 22"x32" maps and 6 scenarios. \$60.00

GDW (The) SANDS OF WAR

Tactical combined-arms combat in North Africa, from 1941 to 1991. With 31 scenarios (23 post WW2), plus a complete DYO section. See page 6 for further details. \$80.00

GMT SILVER BAYONET

Vietnam 1965 - an NVA Division threatens to capture Pleiku from a stunned II Corps. The 1st Cav, fully airmobile but untried in combat, is rushed to the Central Highlands in an effort to arrest the enemy's momentum. This company level simulation includes automatic victory conditions, close assault, gunship support, hidden NVA units, limited US intelligence, etc. Contains 200 counters, a 22"x34" map, 12 scenarios & "What if?" variants. \$50.00

3W SS AMERICA

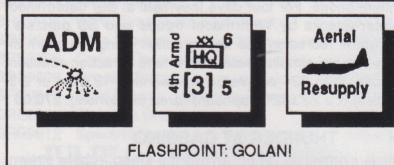
Case Gold - the Axis invasion of America. Game mechanics feature national morale, technological developments & specialised units. Scenarios include variable 1941, '44, '46 & '49 invasions. Contains 800 counters (representing regiments, divisions, corps, fleets & air groups) plus four 22"x33" maps (Alaska to Colombia). \$55.00

3W TOMORROW THE WORLD

In 1948 the victorious superpowers of Germany & Japan, plus their foreign legions, prepare to slug it out for total global domination! Features land, air & naval assets, with optional rules for rebellions & nuclear strikes. Contains 5 scenarios, 400 counters & a 22"x34" mapsheet. \$35.00

VIC VIETNAM 1965-1975

This war would require both a military and political victory - the U.S. commanders had to contend with a wily enemy and the temperamental morality of the American population. Players require careful planning to win, as the game mechanics realise the manifold difficulties that the combatants faced. 780 counters & two 22"x32" maps. \$60.00



FLASHPOINT: GOLAN!

WORLD WAR THREE**OME AIRLAND BATTLES**

A reinforced U.S. Corps clashes headlong with two Soviet tank Armies - air, artillery, electronic, engineer, chemical & missile support elements are included. The mechanics simulate the difficulties associated with coordinating and sequencing disparate, hi-tech combat assets. With 600 (brigade & regiment) counters & a 21"x32" map. \$25.00

GDW AIR SUPERIORITY

A superb simulator of modern aerial combat. 240 counters represent 30 different aircraft types, from the F-104 Starfighter to the stealthy F-19A. Contains four 10"x15" maps, and 30 scenarios (3 of them solitaire). Game mechanics include gun combat, missiles, radar, electronic warfare, fuel consumption & weather conditions. This popular game is suitable for two or more players. \$55.00

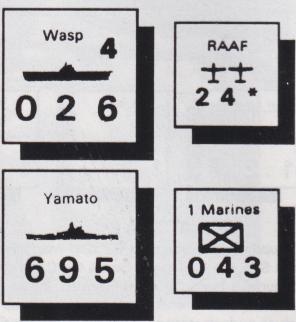
GDW AIR STRIKE

Introduces air support & ground strike missions to *Air Superiority*, as well as speciality aircraft, anti-aircraft defenses & terrain-following flight. Features 480 counters (32 new aircraft, 38 different AA systems & various ground targets), six 10"x15" maps, plus 25 scenarios. \$55.00



VICTORY IN THE PACIFIC

(Photo shows a Japanese Kate torpedo bomber making a run on the South Dakota)



**AH ATTACK SUB**

A simple and fast playing two-player card game of submarine warfare that utilises 48 Ship data briefs & 128 Action cards (which determine contacts, firing formulas, etc). 13 scenarios cover all manner of engagement, from lone subs stalking prey, to combined fleet engagements. A very entertaining 10 to 60 minute game. **\$40.00**

GDW BATTLEFIELD: EUROPE

With the collapse of Soviet power in Europe, the smaller nations unleash their long suppressed desire to reconstitute ancient borders. Contains 15 scenarios covering a diverse selection of conflicts between Rumania, Hungary, Turkey, Germany, Greece, Poland, the Baltic States, etc. With four 11"x17" maps and 700 counters (tactical level). **\$60.00**

VIC CENTRAL AMERICA

South American gunship diplomacy; 16 scenarios detailing guerrilla, covert, insurgency & conventional military operations. This is a game of combined-arms conflict in rugged, sub-tropical terrain. With 780 counters (representing over 17 nations) and a huge 32"x22" map. Mechanics include Arclite strikes, tactical paradows, amphibious assaults, weather, supply, and chemical warfare. **\$70.00**

AH FIREPOWER

Man-to-man warfare in the European & 3rd-world environment. Recreates squad-level actions, concentrating on the impact of modern weapon systems and their effective deployment. Features squad organisation tables for over 50 nations. With 3 levels of rules complexity, solitaire scenarios, 216 counters (individual soldiers & vehicles), and four 8"x22" mapboards (5 yards per hex). **\$60.00**

AH FLIGHT LEADER

2 to 8 pilots engage in aerial dueling from 1950 Korea to the deadly airways over 1990's Europe. The rules allow for solitaire dogfights as well as complex multi-flight brawls. With fast-playing mechanics, 520 counters (over 200 aircraft types) and an amazing 22"x32" mapboard. **\$70.00**

VIC GULF STRIKE

3rd Ed. The battle for the Persian Gulf - plays at both operational and strategic level. Players must utilise land, sea & air assets into one effective combined-arms force to attain victory. Contains 1240 counters (representing 16 nations), four maps, multiple regional scenarios, and an update kit that covers the US-Iraq war & NBC warfare. **\$90.00**

THE FLEET SERIES

A superb set of modern naval combat simulations. Each counter represents individual vessels or aircraft squadrons. The time scale is 8 hours per turn while the map scale is 46 nautical miles per hex. The 3 levels of rules complexity are quite comprehensive, but not unwieldy, and cover everything from torpedo decoys & sea-skimmer SSMs to vessel replenishment & satellite detection.

VIC SIXTH FLEET

Naval conflicts in the oil-rich, volatile Mediterranean. Contains 644 counters (representing 16 nations), two 22"x32" maps, and 14 scenarios (including a campaign). **\$80.00**

VIC 2nd FLEET

The North Atlantic conflict - Soviet ships attempt to blockade Europe's supply routes. With 644 counters (from 7 nations), two 22"x32" maps, and 10 scenarios. **\$75.00**

VIC 7th FLEET

The Far Eastern Soviet fleet lashes out at Japan and her neighbors. Contains 740 counters (from 11 nations), three 22"x32" maps, 9 scenarios, and 4 campaigns. **\$85.00**

GMT HORNET LEADER

SOLITAIRE The player leads an F18A Hornet squadron on a variety of missions - naval strikes, fleet air defense, ground attack, etc. Every mission runs differently when replayed, and can be finished in under half an hour, with up to 5 hours required for each of the 9 campaign games. Contains 200 counters, 110 great illustrated cards and a 22"x17" Combat Display. Quite an engaging, colourful game for those with limited time. Recommended. **\$60.00**

GDW LAST BATTLE

Post WW3 squad-level battles in a devastated Europe overrun by anarchy. Recreates the desperate, brutal struggle for survival between the remnants of once great armies. Detailed man-to-man combat mechanics with an emphasis on leadership & unit cohesion. 302 counters, 64 vehicle cards, six 11"x17" maps and 9 scenarios. **\$25.00**



CENTRAL AMERICA

AH MBT

An excellent tactical game of European combined-arms combat. Mechanics include thermal sights, AT guns, missiles, artillery barrages, variable ordnance capabilities, gunships, minifields, smoke, barbed wire, entrenchments, camouflage, fighter-bombers, air mobility, unit integrity, troop quality, doctrine, command-control, etc. With 436 counters (squads & individual vehicles), four 8"x22" mapboards (100 meters per hex), 3 levels of rules complexity, and platoon/company/battalion organisational data. **\$70.00**

AH TAC AIR

American & German forward deployed forces must stop the invading Soviets from breaking through the Hof Gap. Although the theme is dated, this is a damn good air-land game that captures the essence of fast moving & hard hitting combined-arms strategy & tactics. With 13 scenarios (from Brigade skirmishes to Divisional conflicts), 520 counters (battalions, aircraft flights & batteries) and a 32"x22" mapboard (1 mile per hex). Great! **\$70.00**

VIC FIFTH FLEET

Conflict in the Persian Gulf. Includes the variable alliances of India, Iran & Indonesia. With 740 counters (21 nations), three 22"x32" maps, 9 scenarios and 3 campaigns. **\$85.00**

VIC THIRD FLEET

Covers operations in the North Pacific, the volatile Caribbean and the eastern Atlantic. Features 740 counters (from 15 nations), three 22"x32" maps, and 12 scenarios. **\$80.00**

3W MODERN NAVAL BATTLES

A great card game for 2-6 players, where fleets are created using vessels from the US, UK, France & Russia. This is a fast-playing & very entertaining tactical representation of naval combat using surface ships, subs & aircraft. Each unit is rated for guns, air assets, and AA defense. With a 4-page rulebook, 55 Ship & 120 Action Cards. **\$40.00**

3W MODERN NAVAL BATTLES II

The campaign kit for *Modern Naval Battles*. Contains 110 new ship cards, 60 action cards (including 8 new types), and 7 warzone displays that enable deployment of purely national fleets. The emphasis is on action & enjoyment, with a myriad selection of strategy options. **\$50.00**

3W MODERN NAVAL BATTLES III

An expansion kit with 46 aircraft cards (including squadron cards), 49 ship cards, 20 Bad Luck! cards, 7 tactical cards, 47 action cards, 6 action-summary cards, 202 'sister ship' stickers and an 8 page rulebook (includes mines). **\$50.00**

SUPREMACY**SUP SUPREMACY**

Two to six megalomaniac players each control a superpower whose inexhaustible avarice and political paranoia prompts it to seek global domination! Conquest is achieved thru a zest blend of economic, political & military strategies - shrewd resource development can be just as vital as a naval blockade. Contains a 30"x20" gameboard, a fat wad of play money, 65 Resource cards, and a mass of plastic markers (for armies, fleets & nuke strikes) **\$90.00**

SUP RESOURCE DECK TWO

65 new cards that change the economic & strategic values of territories, thus transforming global planning. **\$25.00**

SUP THE FIELD MARSHALL'S HANDBOOK

An 84 page document containing questions & answers to basic play, variant game mechanics, guidelines to strategy & tactics, a 2-player system & tournament rules. **\$25.00**

SUP THE MIDDLE POWERS

Two new strategic powers - the federation of Australasia & the Dominion of Canarctica. With 216 markers. **\$30.00**

SUP THE HIGH TECH EDGE #1

Introduces armaments upgrades for conventional military forces, plus rules for secret weapons research & national economic development. **\$30.00**

SUP THE HIGH TECH EDGE #2

Increases the power & range of a nation's strategic forces: nukes, L-stars, neutron bombs & killer satellites. **\$40.00**

SUP UNCONVENTIONAL FORCES

Introduces the sinister side of world politics: assassins, spies, saboteurs and exclusive, top-secret weapons - more subterfuge than you can poke a stick at! **\$40.00**

SUP FORTUNA

New cards and rules for 'News, Rumours or Acts of God': introduces natural, economic and political disasters to the game - coups, plagues, droughts, etc. **\$40.00**

SUP COMMANDER IN CHIEF'S MANUAL

The complete rules for *MegaSupremacy* in a binder. **TBA**

SUP MEGA SUPREMACY MAP

A four-colour 36"x54" global map. Due? **TBA**

SCI-FI GAMES

BATTLETECH

31st Century tactical combat. Five successor states vie for control of a war-torn galaxy, their main tool are Battlemechs: huge hi-tech weapon platforms bristling with an array of armaments & piloted by the military's elite - men and women who are the new knights of the battlefield.

FAS BATTLETECH 2nd Print **
Future war, conducted by awesome war-machines on the hostile terrain of alien planets. Battles are fought for water & the remnants of a lost technology. With 48 colour 'Mech counters, 120 markers, and two 22"x18" maps. The 2nd printing contains the 104 page Battletech Manual. \$35.00

FAS CITYTECH **
Urban combat rules for Battletech. Introduces infantry and an array of conventional fighting vehicles. With 256 colour counters and two 22"x17" maps. Boxed. \$50.00

FAS AEROTECH **
Introduces the mechanics for atmospheric & orbital combat using Aerospace fighters & Dropships. Contains 224 counters plus a 22"x36" map, boxed. \$40.00

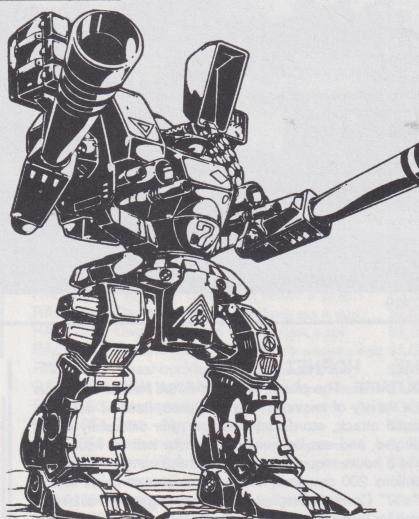
AEROTECH KIT

As above, but without the rulebook & box. \$15.00

FAS BATTLETECH REINFORCEMENTS II
Contains colour 'Mech counters plus record sheets for the weapons featured in the Tech' Readout #3050. \$40.00

FAS SOLARIS VII **
Boxed supplement for Battletech & Mechwarrior detailing a world devoted entirely to gladiatorial contests. Features arena maps, street layouts, personality profiles of the premier stable patrons, and lots of courtly intrigue. \$60.00

FAS BATTLEFORCE **
Covers small unit actions in the 31st Century. Future warfare with formations of AFVs, infantry, air support assets, artillery and the much feared Battlemechs! Uses a system of hidden unit identity and multiple combat-ratings. With 450 counters (platoon/company level) and two 22"x34" maps. This is a complete game, not a supplement. \$60.00



SUPPLEMENTS

BATTLETECH COMPENDIUM New rules & clarifications, plus data on Star League & Clan technology, etc. \$20.00

BATTLETECH MAP SET Contains Six 22"x18" maps - 1 each of scattered woods, city ruins, desert hills, mountain lake, plus the Citytech & Battletech maps. \$40.00

BATTLETECH MAP SET #3 Eight 18"x22" mapsheets depicting desert mountains (2), desert sinkholes (2), rolling hills (2) and city (residential) hills. \$35.00

BATTLETECH MAP SET #4 Eight more 18"x22" maps featuring heavy forest (2), city streets (2), large lake (2), and drainage basin (2). \$35.00

BT NEWSLETTER #3 Features streamlined miniatures rules that enable players to field forces of 20+ 'Mechs without compromising playability. Updated to include ALL Readout 'Mechs with weighted credit-costs (including AFVs & Clan equipment), plus new infantry rules. \$5.00

BATTLETECH REINFORCEMENTS Contains 'Mech record sheets for the Technical Readout 3025. \$16.00

BATTLETECH 20 YEAR UPDATE Details Inner Sphere alliances and the beginning of the Clan wars. \$15.00

'MECH RECORD SHEETS #1: LIGHT \$16.00

Individual sheets for 54 mech types, each with an Armor diagram, vehicle data, a critical hit table, and a heat scale.

'MECH RECORD SHEETS #2: MEDIUM \$16.00

Details 60 'mechs, including variants of standard models.

'MECH RECORD SHEETS #3: HEAVY \$16.00

Contains sheets for 72 'Mech variants.

'MECH RECORD SHEETS #4: ASSAULT \$16.00

Game data for 50 vehicles, including OminMechs.

OBJECTIVE RAIDS Provides data on the garrisons plus commercial & military facilities of more than 100 planets in the Inner Sphere - for quick 'n' dirty raids! \$30.00

OMNI 'MECHS BLUEPRINTS Four sturdy 22"x34" technical blueprints of Thor, Vulture, Mad Cat & Loki. \$25.00

PLASTECH Sixteen 1/300th scale plastic 'Mechs - an ideal scale for use on the Battletech map sets. \$35.00

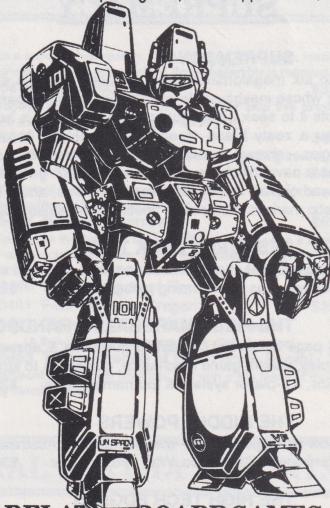
TECHNICAL READOUT #1 3025 Full game stats & tech data for 55 'Mechs plus smaller AFVs, aircraft, etc. \$25.00

TECHNICAL READOUT #2 3026 Details on infantry weapons, personal equipment, AFVs, ships, etc. \$27.00

TECHNICAL READOUT #3 2750 Earlier 'Mechs, aircraft, tanks, hovercraft, personal equipment & starships. \$25.00

TECHNICAL READOUT #4 3050 Information on Clan equipment, plus the Inner Sphere response. Includes construction, electronics, Omnitracers & BattleArmor. \$30.00

VEHICLE RECORD SHEETS Covers all the conventional vehicles from tech readouts 2750, 3025 & 3026. \$15.00



RELATED BOARDGAMES

FAS THE SUCCESSION WARS **
Five powerful, and power-hungry, Successor States of the Star League fight four stellar campaigns for the position of Star Lord. Contains 480 counters (with 115 'Mech Regiments), 48 Event cards, a wad of money and a 22"x34" map. This is a multi-player strategy game of bloody confrontations, mighty alliances and terrible deceit! \$60.00

FAS BATTLETROOPS **
A fast simulation of tactical platoon actions in the urban environment. 2 or more players engage in furious battles for the streets using individual soldiers, 'Mechs, vehicles & heavy weapons - here the once unstoppable 'Mechs become prey for smaller, faster predators! With four 22"x33" maps, 56 free-standing counters & 200 markers. \$45.00

CLANTROOPS

Expansion set that introduces the Clan invasion to Battletech. Features rules for new terrain, weapons, equipment, and both Inner Sphere & Elemental battle armour. Includes 16 scenarios, Over 150 colour counters, and five bland 22"x34" mapsheets. \$35.00

SCENARIOS

MORE TALES OF THE BLACK WIDOW Merc' leader Natasha Kerensky vs the Clans - 15 scenarios. \$18.00

THE BATTLE FOR TWYCROSS 15 scenarios \$18.00

RHONDA'S IRREGULARS 14 scenarios \$16.00

4th SUCCESSION WAR SCENARIOS 21 of 'em. \$18.00

NOVELS

WOLF PACK - due April \$10.00

LETHAL HERITAGE Blood of Kerensky Vol. 1 \$10.00

BLOOD LEGACY Blood of Kerensky Vol. 2 \$10.00

LOST DESTINY Blood of Kerensky Vol. 3 \$11.00

WAY OF THE CLANS \$10.00

BLOOD NAME Legend of Jade Phoenix Vol. 2 \$10.00

FALCON GUARD Legend of Jade Phoenix Vol. 3 \$10.00

LEA ALIENS

A 1 to 9 player adaptation of the movie: a tactical marine squad is sent to an outpost planet to confirm a Xenomorph (bug-hunt) report. The game has 3 scenarios taken from the movie, and includes full colour, free standing counters and stat-cards of the aliens and characters. Simple, but ferocious, rules with solitaire mechanics. \$50.00

EA ALIENS EXPANSION

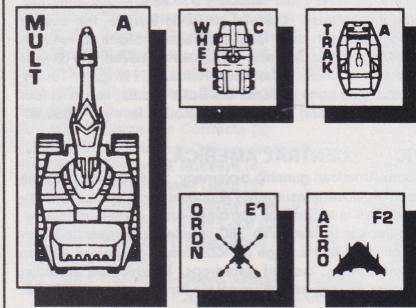
Includes new rules (face huggers, backup weapons, etc) & scenarios, plus a 33"x17" map of the Alien's labyrinthine nest - a maze of tunnels wherein lurks the hideous Alien Queen, ever eager for some tasty marines! \$30.00

MINIATURES - due March?

ALIEN WARRIORS 6 miniatures \$35.00
COLONIAL MARINES #1 8 characters \$35.00
COLONIAL MARINES #2 8 characters \$35.00
QUEEN'S LAIR Queen, facehuggers, eggs, etc. \$35.00
All sets come with a sturdy plastic miniatures case.

IRO ARMORED ASSAULT

Tactical combat between future weapon-systems, including ocean vessels, subs, tracked AFVs, armored walkers, grav tanks, artillery, aerocraft, power armor infantry, etc. With 3 levels of complexity, 610 counters (130 in colour) & four 17"x22" maps (100 meters per hex). \$60.00



IRO ARMORED RESERVES

An 80 page magazine supplement featuring new combat armor variants, tracked & ambulatory vehicles, plus aerocraft. With 160 colour counters & 10 scenarios. \$22.00

CAR WARS

STE CAR WARS DELUXE **
Automobile combat on the freeways in the year 2040. Players design armoured & armed vehicles, then employ them to wreak havoc & bloody vengeance on the road. Contains 300 colour counters, 1 city map, 1 truck stop & 6 road maps. Includes pedestrians, trucks & bikes. \$60.00

STE CAR WARS CARD GAME

A fast-playing multi-player game of arena combat between armoured vehicles armed with machine guns, rockets, autocannons & flamethrowers. Contains 108 cards. \$30.00

STE AERODUEL

This boxed set contains two 21"x32" airport maps, a 44 page rulebook and 119 colour counters - everything from hang-giders and jet-packs to airships & gunships. \$40.00

STE BOAT WARS

Mayhem on the waterways - rules for movement, combat & construction of boats, hovercraft & aquabikes. With four 21"x32" maps, templates, turning keys & 100 colour counters. Includes sharks & other aquatic menaces. \$40.00

ACCESSORIES

MINI CAR WARS A cute little introductory game with only 17 paper counters and some tiny roadmaps. \$2.50

VEHICLE DESIGN SHEETS 60 record sheets for cars, bikes & boats - with control/crash tables, etc. \$15.00

MIDVILLE Contains four big, linked 21"x32" maps that emphasize the central business district. \$25.00

CITY BLOCKS 1 32 geomorphic city sections \$15.00

CITY BLOCKS 2 32 extra 8"x8" city blocks \$15.00

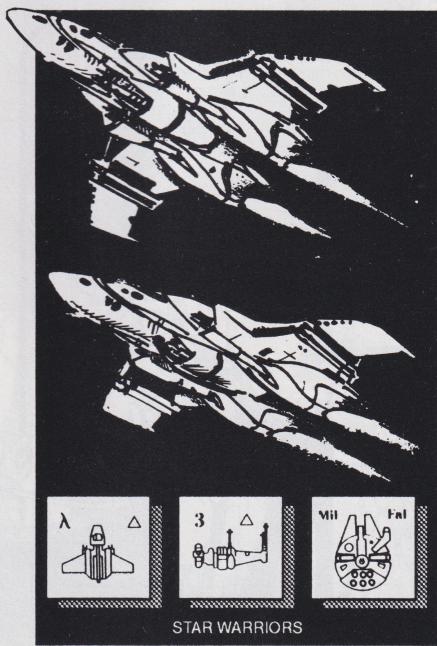
CITY BLOCKS 3 32 geomorphic Arena sections \$15.00

CW EXP. SET #1 124 counters/24 road sections \$12.00

CW EXP. SET #6 156 black-and-white counters \$9.00

CW EXP. SET #8 Introduces Helicopters to the game. With 19 counters and two 21"x32" colour maps. \$7.00

MUSKOGEE MAYHEM A monster duelling track that has homicidal hitchhikers, cycle gangs, killer clowns & more! With 88 colour counters & four 21"x32" maps. \$35.00



TAS FEDERATION & EMPIRE 3rd Ed. ****
A complex multi-player game simulating a galaxy spanning war between the Klingon, Lyran & Romulan Coalition; and the Federation, Kzinti, Hydran & Gorn Alliance. Mechanics include epic fleet confrontations, economic growth & political goals. Contains an 80 page rule/scenario book, 1512 counters, plus two 19" x 23" maps. Impressive \$99.00

TAS CARRIER WAR - TOTAL WAR PART 1 due June?
With rules for swarms, auxiliary carriers, stasis field generators, space control ships, etc. With counters for every pod type, complete set-up charts & a scenario. \$50.00

GDW IMPERIUM 2nd Ed. **
A superb interstellar campaign wherein the massive Imperium tries to extinguish a growing rebellion ignited by an impudent Terra. But the Imperial armada, although possessing incredible destructive potential, is virtually shackled by bureaucratic officialdom, and thus slow to gather its strength. Terra however, is an agile and fierce opponent which seeks a quick victory. With a 17" x 22" mapboard and 350 counters, a game of variable playing length. \$60.00

AH MERCHANT OF VENUS *
1 to 6 daring galactic merchants set forth on an odyssey of discovery, and trade opportunities. This is an entertaining game of exploration and exploitation - players race across the void in search of alien cultures, meeting strange life-forms, and trying to rip them off! Optional rules introduce such niceties as piracy, armoured transports, alien invaders, and more. Includes 392 counters, 58 play-aid cards, and a 24" x 22" mapboard. Quite recommended. \$65.00

IRO SILENT DEATH - METAL EXPRESS ***
A fuedal galactic empire, utilising the cutting edge of its offensive technology, is propelled into a brutal, internal political war. This is a fast & exciting game, allowing players to quickly get down to the business of blowing the crap out each other! Includes a 42" x 47" map, 180 counters, 18 superb metal miniatures, four levels of rules complexity (covering drifting, asteroids, damage control, gunnery duels, torpedoes, etc), and campaign-play options. \$50.00

IRO OVERKILL: THE PTOLEMEAN WARS
A module of interstellar war between the Colosian Fleet & House Ptolemy. Includes 7 new fighters & 2 gunboats, 12 extra fighter wings, 12 scenarios, 2 huge campaigns, Rules Annex #1 (new cannons, projectors, warheads, pilot luck, life pods, etc) & 180 colour counters \$18.00

IRO BLACK GUARD
A 4 scenario module of the final Colosian assault on the Ptolemy Homeworld. With 6 new vessels, updated starcraft displays, 4 fighter wings plus Rules Annex #2. \$15.00

IRO NIGHT BROOD
The Hatchlings swarm forth from the Clutch Worlds, alien starfighters eager to throw back the human frontier. This box set includes 6 metal miniatures, a hatchling sourcebook, colour counters, numerous scenarios, 8 new Terran fighter wings, and two special Hatchling dice! \$40.00

RENEGADE LEGION

FAS INTERCEPTOR

The Commonwealth's battle against the tyrannical Terran Over-Lord Government and its New Rome empire. Tactical starship combat using detailed flow-chart damage rules & a wide selection of weapon systems. Includes history & ship data. With 156 counters & two 21" x 35" maps. \$60.00

THE FIRE EAGLES

Contains 15 scenarios. \$15.00

T.O.G. FIGHTER BRIEFING

Data on 20 vessels. \$18.00

COMMONWEALTH FIGHTER BRIEFING

\$18.00

DISTANT FIRE

The battle for Gustav's Regret \$20.00

FANTASY GAMES

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AH DINOSAURS OF THE LOST WORLDS*

1 to 4 intrepid explorers are marooned on an Amazonian plateau where prehistoric creatures still survive! This is an entertaining game of discovery & dinosaur bashing, with a 16" x 22" jungle mapboard, 60 cards, 65 colour counters & 15 great illustrated scenarios. Avalon Hill's most successful family-style game, recommended for a change. **\$45.00**

AH DRAGON PASS **

Depicts the War of Agrath's Return (a conflict between the races of Sarfar & the Red Moon legions) on the continent of Glorantha (genesis of *Runequest*). This magnificent game boasts great character, and the diversity necessary for an epic fantasy campaign. Armies are constructed from all manner of strange beast & magical entity, as well as Godlings and the more mundane races. With a 22" x 32" mapboard and 296 counters. Great value! **\$50.00**

TSR DUNGEON! 2nd Ed.

Individual adventurers, notched swords in hand or potent spells carefully memorised, explore monster-infested catacombs in search of vast treasures or mighty artifacts. This is a simple game for 1 to 12 young players. Features a 21" x 35" mapboard, 250 illustrated cards (depicting characters, monsters, treasures, spells) & 6 plastic miniatures. An entertaining romp in the fetid underworld. **\$60.00**

GAM DUNGEONBOWL

Blood Bowl played in a dungeon! Players (Dwarven or Elven) move about using teleporters, searching for the ball hidden in one of the many trapped chests scattered through the maze. Once the ball is found, the game degenerates into a riotous brawl as both teams try to score a touchdown to win. Includes 32 plastic 25mm miniatures, plus various laminated tiles & counters. **\$55.00**

GAM DUNGEONQUEST

1 to 4 lone adventurers search for a dragon's hoard in the eerie subterranean ruins of Dragonfire castle. Their quest for wealth is far from easy, as characters are estimated to have only a 15% chance of survival... 115 randomly selected room tiles ensure that every dungeon layout is different. Monsters, traps & treasure items are introduced to the players via a deck of 174 encounter cards. Contains 4 plastic miniatures and a 23" x 22" mapboard. **\$60.00**



TSR (THE) GREAT KHAN GAME

A whimsical multi-player card game of empire building in the AD&D Forgotten Realms campaign setting. The object is to usurp nations thru political coups or military conflict, thus becoming the richest, most powerful leader on the Isles. Components include a 11" x 17" Isle map, 120 counters (gold pieces & control markers), and 162 cards (representing events, mercenaries, fleets, leaders, magic items, armories, castles & special inhabitants). **\$30.00**



TSR GREYHAWK WARS

A 2 to 6 player game of empire building in the AD&D world of Greyhawk. This is a simple, colourful simulation that features diplomacy, fleets, fortifications, heroes, treasure quests, army recruitment, etc. Components include 416 counters, two 21" x 32" maps (area movement), 150+ cards (special events, mercenary bands, treasure, etc), 4 scenarios, plus a neat campaign history. **\$45.00**

MB HEROQUEST

1 to 4 bold adventurers plunge into an endless succession of dungeons, driven by avarice alone, they face the hideous hordes of Morcar the Evil Wizard. This is a great introduction to roleplaying games as it features rather similar mechanics (character sheets, a DM, room-to-room treasure hunting & monster slaughtering, etc). Components include thirty-five 25mm plastic *Citadel* miniatures, various bits of furniture a colourful mapboard, etc. **\$60.00**

MB KELLAR'S KEEP

Module 1

The Emperor, besieged in the ancient tunnels of Karak Varn, must be rescued before his royal flesh becomes Orc dung! Features plastic miniatures (8 Orcs, 6 Goblins & 3 Fimir), 10 adventurs, plus new overlays. **\$15.00**

MB RETURN OF THE WITCH LORD

Module 2

In a subterranean fortress beneath the fallen city of Kalos lurks the Witch Lord, and his undead minions. Includes plastic miniatures (4 Zombies, 8 Skeletons & 4 Mummies), 10 adventures, plus various new overlays. **\$15.00**

TALISMAN

GAM TALISMAN

2 to 6 adventurers travel a magical world in search of the Crown of Command. Along the way they will collect a horde of treasure, attract loyal followers, purchase equipment, win priceless magic items & suffer horrendous wounds from a plethora of ferocious beasties! With 182 colour cards & a beautiful map. Very entertaining. **\$35.00**

GAM TALISMAN: THE ADVENTURE

Offers a selection of 56 new cards (including 6 extra characters, plus more monsters & spells), 6 A4-sized reusable character sheets and 6 alternative game endings (ie: Demon Lord, Pandora's Box, the Dragon King, the Belt of Hercules, or the Horrible Black Void!). **\$27.00**

GAM TALISMAN EXPANSION SET

70 new colour cards - 14 Characters, 3 Places, 6 Events, 8 Objects (2 magical), 8 Strangers, 2 Followers, 9 Enemies & 6 Spells. Includes a bonus poster, wow! **\$27.00**

GAM TALISMAN: THE DUNGEON

Now players, in their quest for ultimate power, can enter new depths of subterranean adventure, and terror. Features 54 cards (14 new characters & many new dungeon-dwelling beasties!) and a 11" x 16" mapboard. **\$40.00**

GAM TALISMAN: TIMESCAPE

A parallel alien world based on the *WARHAMMER 40,000* Universe! Introduces new Science-Fiction characters, hi-tech treasures, galactic followers, and hideously nasty star-spawned creatures! Also contains 62 colour cards (8 new characters) and a strange mapboard. **\$40.00**

GAM TALISMAN CITY

Features a map that is used as an extension to the city on the original *TALISMAN* board. Includes shops, taverns (yeah!), a smithy, etc. There are six new characters, plus illustrated cards for street encounters, spells, purchases, arrest warrants, and other such civilized things. **\$40.00**

MACHO WOMEN



MACHO WOMEN WITH GUNS



BTRC MACHO WOMEN WITH GUNS

This bizarre production is a simplistic beer 'n' pretzels marriage of RPGs and wargames. The title aptly encompasses the rather shallow theme of play: Step 1 - create svelte female characters, Step 2 - arm them to the teeth, Step 3 - put the risque counters on the map and blow the crap out of everything that moves! With 10 pages of rules, two A4 maps, 52 counters, and a 4 page scenario. **\$8.50**

BTRC RENEGADE NUNS ON WHEELS

Armed with Uzi's & the blessing of the church, the sisters of Our Lady of Harley-Davidson ride forth to combat the wicked degenerates & monstrous mutants that roam the streets of America. Contains 52 counters, four A4 maps, and 10 pages of rules. Can be played alone. **\$7.00**

BTRC BATWINGED BIMBOS FROM HELL

In the introduction it says "Armed with wings, weapons & cleavage", whilst on the back page one can read "They're bad, they're brash, and they're mercifully free of the ravages of intelligence" - what more could any serious, respected & dedicated gamer ask for? Contains 39 counters, one A4 map, and 10 pages of complete rules. **\$7.00**

BTRC THE FINAL CHAPTER (Part One)

New rules, skills, scenarios & counters for *MWWG* - plus a separate game wherein 90-year old survivors of WWII must battle to the death for food in a brutal rest-home bomb shelter. With 44 counters & 11 pages of rules. **\$8.00**

AH MAGIC REALM

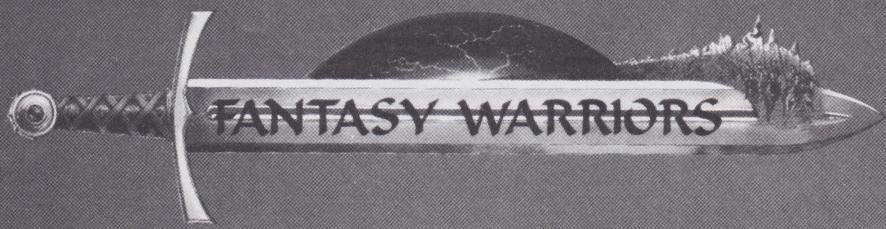
Heroic pulp fantasy for 1 to 16 players - each of whom controls a character whose base ambitions involve being very rich and powerful. Very detailed game mechanics include 7 levels of complexity, multiple character abilities, a comprehensive combat system (fatigue, maneuver, etc.) and a host of classic beasts. Components feature 20 land tiles (used to create variable terrain settings), 121 cards (spells & treasure) and 476 counters. An epic game of perilous adventure not for the faint of heart. **\$60.00**

AVA ROBIN HOOD

Certainly more of a fantasy than historical 12th century fact. 2 to 5 players roam the lush expanse of greenwood, recruiting stout yeomen for a jovial campaign against the evil Prince John. The basic idea is to raze in the bucks - robbing the rich, winning archery contests, and doing all that virile Errol Flynn kinda stuff! But the Sheriff and his rough lads don't take too kindly to this lawlessness, so they attempt to ambush the unwary and toss them into Nottingham Castle's dungeon. In don't think I need to elaborate further - it's all good wholesome fun, great for the little 'uns and energetic families. **\$35.00**

AH TITAN

2 to 6 Titans battle for domination with armies of mighty heroes, monsters & powerful wizards. Each player's goal is the total elimination of the opposition, thus each game becomes a vast slugfest between fantastic legions. Uses strategic movement with a tactical combat resolution system. Contains 621 counters, a 16" x 22" master mapboard & eleven 8" x 11" Battleland maps. Great! **\$65.00**



GRENADIER'S Fantasy Warriors fantasy battle game is a complete game set including over 100 beautifully detailed miniatures.

AND you can also use miniatures from the rest of GRENADIER'S vast range of fantasy miniatures.

What more could you want?

GRENADIER — bringing fantasy battles to life.

An impressive group of Undead command figures — inspiring and terrifying.

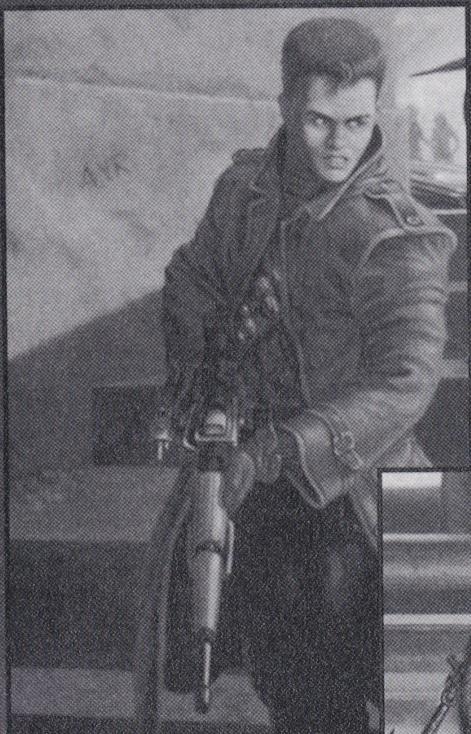


Above are some of Bob's Undead with Two Handed Weapons. Supplied in packs of five, these are going to be prominent in most Undead armies.

DARK CONSPIRACY™

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Now
From

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GAMES



An
Ancient
Horror
Grips
the
Earth...

The suffering in the world can be traced to the Dark Ones and their minions. They delight in causing pain and human suffering. At first, their activities were a total secret, but over the years a few brave men and women have learned about the Dark Ones, and now they dedicate their lives against this evil.

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Dark Conspiracy—the roleplaying game of future horror. A bizarre blend of super-science and unspeakable horror. Compatible with the **Twilight: 2000** game system, but also a self-contained RPG in its own right.

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GDW: 2100. ISBN 1-55878-076-9.



PRE WORLD WAR I

BATTLES OF THE U.S. CIVIL WAR Vol 1 SSG

Six scenarios, from the War between the States - the first Bull Run, Shiloh, the second Bull Run, Antietam, Fredericksburg and Chancellorsville. With an easy-to-learn menu system, plus the 'Warplan' wargame construction set and the 'War Paint' graphics editor for detailed scenario creation. This is the first program of a very detailed military history trilogy that represents the definitive computer-study of the U.S. Civil War.

C64 - \$45.00 APPLE - \$40.00 IBM - \$45.00

BATTLES OF THE U.S. CIVIL WAR Vol 2 SSG

Covers the war's middle years, with scenarios of the battles for Chattanooga, Chickamauga, Gettysburg, Gaines Mill, and Stones River. The American Civil War was becoming more drawn and closely contested - success purchased with blood & determination now could later determine the conflict's ultimate victor. Once the scenario mix is exhausted players can create their own with the 'Warplan' & 'Warpaint' programs.

C64 - \$45.00 APPLE - \$40.00 IBM - \$45.00

BATTLES OF THE U.S. CIVIL WAR Vol 3 SSG

This last program of the Civil War series features the final savage years of the Confederacy. The scenario mix recreates the battles for Spotsylvania, Atlanta, Franklin, Wilderness Tavern, Cold Harbour, and Nashville. These were desperate, vicious engagements where a bold or miraculous strategy could bring sudden victory - and an end to the war. Also includes the 'Warplan' and 'Warpaint' scenario creation system.

C64 - \$45.00 APPLE - \$40.00 IBM - \$45.00

CENTURION

ELA

This wargame focuses upon Ancient Rome, in the days of Augustus Caesar. One of the most addictive and pleasing aspects of the game are its great visual graphic scenes. You begin the game as a centurion, leading one legion, but as you progress up the ranks towards being Caesar, you can eventually command up to ten legions. As you enter each new territory, you will see a stunning shot of that part of the ancient world, and one of their native leaders come to parley. You can attempt diplomacy, intimidation, or go to war. Battles are simple but deadly, and the path up the ranks is invigorating. When enough wealth is accrued, you can also build a fleet, load up the troops, and go after Great Britain, coastal Africa, etc. You will see a shot of triremes straight out of BEN HUR. You will also need to stage gladiatorial and chariot pageants, in order to placate your residents, and this is done with arcade action. And if you are a master of diplomacy, you will see a side of Cleopatra not many will see...

IBM - \$30.00 AMIGA - \$60.00

CIVILISATION

MIC

Before you read about this game, several players have requested that I warn you - if you buy this game, you won't get to bed before 3.00am for several weeks! You start off with one lot of settlers, and nine grids of hexes, and you have to build up a civilisation to withstand the test of time. You can generate your own maps or have random ones, and can choose which time period to use, from 5 million years of options, such as cold, warm, or hot. There are five different skill levels, as you are pitted against two to seven computer civilisations. You can either fight or compete with others, must mount explorations to look for new areas suitable to build new cities. The game always start at 4000 BC, but relative age of evolution (with vegetation is variable). You start with no tech, there are 4 or 5 channels, such as military, ships, navigation, spaceships, etc. You win by conquering all other civilisations, or by being the first to build a spaceship. Each turn can be from 1 to 20 years in length, so that means lots of turns!, and finishes 2001 AD. Things you have to build are barracks, temples, universities, aqueducts, banks, libraries, etc. You will need to keep people satisfied or cities may revolt, you need to monitor entertainment, food productions, military units. You choose where armies go and attack. Military technology starts with militia, and progresses onto phalanxes, legions, chariots, musketeers, riflemen, armor, nukes, etc. Be careful of pollution and the greenhouse effect. Wonders of the world can be built, which are very expensive, but increase trade, production, etc. For example, pyramids let you change government type without a revolution. You can build up to 60+ cities, each of which can number up to 5,000,000 people! Requires hard & 1.2" meg drives.

IBM - \$99.00 AMIGA - TBA

GOLD OF THE AMERICAS

SSG

Covers the violent evolution of the American continent - from discovery by Columbus to the War of Independence. England, France, Spain and Portugal all squabble and compete over the new lands. Accommodates up to four players, or can be solitaire. The historical game or a random game can be played. Players will need to preside over matters of naval trade or aggression, discovery of the new lands, colonisation of those lands, development of colonies, raids upon or conquering enemy colonies, and so on. If you demand too much of your colonies, their loyalty will reduce, and they will eventually rebel - and cause the American Revolution in effect. A good, playable

game.

IBM - \$45.00

MEDIEVAL LORDS

AMIGA - \$45.00

In this medieval simulation, you play the part of an influential adviser to a King, Emir, Sultan, Khan, Caliph or Duke. The game goes from 1028 AD - 1530 AD, and thus follows the entire medieval period, including the Crusades, Norman conquest of England, Mongol invasion of Asia and Europe, the Turk conquest of Byzantine, and so on. The map is huge, covering North Africa, all Europe, and the Middle East. As an adviser, you manipulate (and practically control) and political, economic, and military elements in your home country, as you strive to strengthen and expand your lord's empire. The game can be played solitaire, or up to 10 human players and 6 computer players.

IBM - \$60.00

C64 - TBA

NO GREATER GLORY

SSI

This is the most complete re-enactment of the American Civil War ever designed. You play either Abraham Lincoln or Jefferson Davis, and have to make decisions relating to major military, political, diplomatic, and economic aspects of the war. You choose who to assign positions in cabinet, as envoys, and military leaders. The Strategic Map divides the nation into 8 regions and 43 areas, and all decisions can be entered quickly with a 'point and click' mouse interface. You can move your armies across the map and direct your generals into battle. Each turn equals three months, and is divided into phases such as recruitment, campaigning, taxation, and diplomacy. Game mechanics include rules for economics, supply, forts, railroads, riverine flotillas, amphibious assaults, naval blockades, and high seas interceptions.

Note: requires 1.2" meg disk drive. Caters to CGA, EGA, VGA.

IBM - \$70.00

AMIGA - \$70.00 (april)

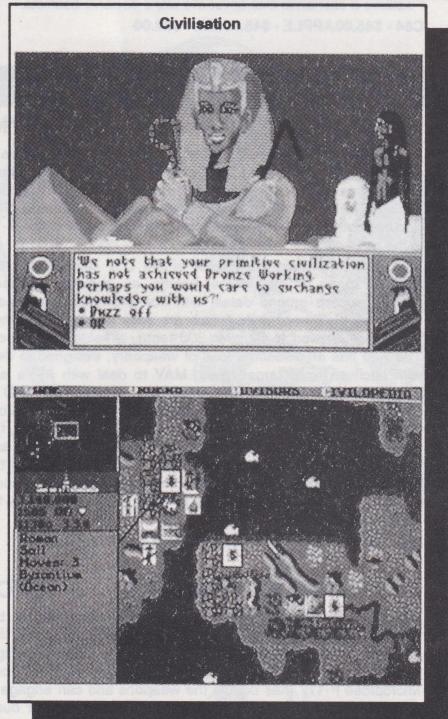
WORLD WAR I

AH

This is the official computer version of Avalon Hill's classic multi-player game on the political and military turmoil leading up to the Great War. Can be played solitaire, or with up to seven human or computer players. The game contains a superb CGA map, with crisp details. The ordering system is simple, and the game is highly recommended for multi-player games. And one of the greatest attractions of the game, is that it can be used to resolve the turns of the board game - simply type in each player's turns, and the game will resolve them in 5 seconds, and even print out what happened if required. Much better than spending half an hour with pen and paper!

IBM - \$45.00

C64 - TBA



WORLD WAR II

SSG

A recreation of multi-theatre corps-level battles. The game features a comprehensive range of military formations, (from hardened combat units to battlefield support and supply), in a

complete and accurate environment. Includes four scenarios set in Crete, Stalingrad, Saipan, and Bastogne; plus a detailed scenario design kit for the creation of optional conflicts.

C64 - \$45.00

APPLE - \$40.00

BATTLES IN NORMANDY

SSG

Eight scenarios allow you to recreate the momentous battles that established the Normandy Bridgehead. Direct the massive Allied invasion of France in June 1944, then command the bold mechanised thrust inland that marked the beginning and the end for the Third Reich. Features the same quality mechanics that BATTLEFRONT boasts (such as support/supply elements plus command-control), and includes a design application for the creation of variant scenarios.

C64 - \$45.00

APPLE - \$40.00

CARRIERS AT WAR

SSG

Contains 5 decisive naval engagements - Midway, East Solomons, Philipine Sea, Santa Cruz, & Coral Sea. A design package allows the creation of hypothetical scenarios. The menu has 63 aircraft types, 3,000,000 square miles of ocean, 5 major ship classes, and more - enough to create any air & naval operation of WWII! Although the graphics aren't going to knock you out, this is a comprehensive military study.

The brand new IBM version contains stunning graphics and combat reports.

C64 - \$45.00 APPLE - \$45.00 IBM - \$70.00 (march?)

CARRIER STRIKE: SOUTH PACIFIC 1942-44 SSI

An exciting dynamic tactical/operational carrier battle game from the author of SECOND FRONT and WESTON FRONT. A campaign game links the naval battles together. Includes the Battle of Coral Sea, Eastern Solomons, and Santa Cruz, a hypothetical Tarakina, and infinite numbers of random scenarios. Comes in EGA and VGA.

IBM - \$90.00 (april)

EUROPE ABLAZE

SSG

A package of three scenarios, each representing a particular style of operation that characterised the European air war from 1939 - 1945, from the desperate Battle Of Britain to the awesome destruction unleashed by the Allied bombing runs over Germany. Every detail of the bitter fight for the skies is provided, including cloud cover, weather, flack, and Nazi jets. Also features an optional scenario design kit.

C64 - \$42.00

APPLE - \$40.00

FIRE BRIGADE

PAN

The struggle for Kiev in 1943 was one of the most decisive and mobile battles of the entire Eastern Campaign. The assault by the elite 3rd Guards Tank Army threatened to split the entire German Front and isolate Army Group South. Black's hardened 48th Panzer Corps (the infamous Fire Brigade) was committed for a counter attack in a desperate bid to gain the initiative. This is an award winning Australian game that features great graphics, variable skill levels, and a tutor program.

IBM - \$44.00 AMIGA - \$45.00 MAC - \$45.00

HALLS OF MONTEZUMA

SSG

From the capture of Mexico city in 1848, through two World Wars, Korea, and Vietnam, the U.S. Marine Corps has a combat record second to none. This is a multi-scenario computer history of the Marine Corps' most testing battles. The mechanics are based on BATTLEFRONT system, and includes WARPLAN game design option, and WARPINT, which gives complete graphic control over the icons. Good detail.

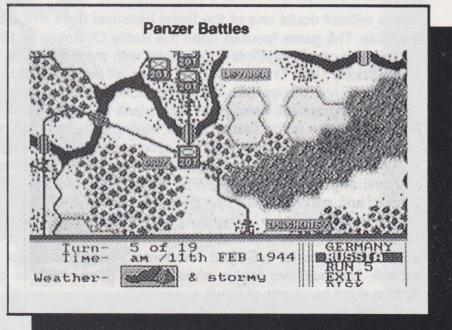
C64 - \$45.00 AMIGA - \$45.00 IBM - \$45.00

PANZER BATTLES

SSG

Combined-arms strategic action from the savage, mechanised killing fields of Russia - the battles include Minsk '41, Moscow '41, Kharkov '42, Prokhorovka '43, Kanev '43, and Korsun '44. Each of these scenarios can include several historical variants (the ubiquitous 'What if?') and players are able to control the icon graphics. These is also the DYO scenario kit. With low complexity and fast playing mechanics.

C64 - \$45.00 IBM - \$45.00 AMIGA - \$50.00



ROMMEL: BATTLES FOR NORTH AFRICA SSG

The Italian army has been routed out of Egypt: the Germans respond by dispatching a small, albeit elite force, to try and stem the Allied advance. For the next two years, outnumbered and poorly supplied, this Africa Corps outwitted and out fought all of its opponents. ROMMEL recreates the furious and sometimes chivalrous, battles for the desert with nine scenarios - from the entire Syrian campaign to a hypothetical invasion of Malta, plus all the necessary accessories for the construction of variant engagements.

C64 - \$45.00 APPLE - \$40.00 IBM - \$45.00

RUSSIA - GREAT WAR IN THE EAST SSG

Detailed simulation of the vast war in the East - from the initial seemingly unstoppable armored drives towards Moscow, to the desperate, exhausted defence of a battered Berlin. The game contains a lengthy campaign with several small scenarios for less indulgent gamers. The player can either control the entire Axis or Russian order of battle, or just command an Army Group and let the computer run the remaining forces.

C64 - \$45.00 APPLE - \$40.00

SECOND FRONT SSI

This is perhaps the best computer wargame available, and recreates the entire WW2 German-Russian war, from 1941 to 1945. The game contains four scenarios, as well as the entire campaign. Players control corps, each of which contains up to eight divisions or support units, but the divisions within each corps can be transferred to other corps if desired. And one of the most pleasing aspects of the game is that each division lists how many infantry squads, Flak, AT, and artillery guns, AFVs, recon vehicles, that it contains. Actual AFV and aircraft types are given, and all losses in combat are recorded down to these individual vehicles and squads. Game mechanics are simple, but due to the enormous size of the game, there are dozens of hours of enjoyment to be had. The map changes color according to the weather, and there are options to paint enemy territory red or black, tactical or strategic map, supply lines, etc. Highly recommended.

IBM - \$60.00 AMIGA - \$60.00

SECRET WEAPONS OF THE LUFTWAFFE LUC

Don't let the name of this game put you off. It is actually a historical flight simulator recreating the air war over Germany from 1943 - 45, but adds a hypothetical extra six months in which the Germans can use another one of their "Secret Weapons". There are eight different planes to fly as you pit the US Eighth Air Force against the German Luftwaffe, being the P-47C and D, P-51B and D, B-17, and ME-109, FW-190, and the Secret Weapons, the Me163 Comet, Me262, and the Gotha-229. The game stretches from 1943 till 1945, with a hypothetical period following 1945, assuming that the Germans had managed to continue the war and put the experimental Gotha into the air.

Each plane has digitised cockpits that are an improvement even over those of THEIR FINEST HOUR, time compression can now go up to 16 times, there are six campaigns, (3 German and 3 US), each with up to 30 or so missions. There are also tours of duty available for each plane type, consisting of around 400 missions, plus another 40 or so historical missions, plus a simple to use mission-builder, allowing you to make ANY mission at all. Altogether, there are around 500 ! missions to fly. And as well as gripping dogfights and bomber hunting, you can now also attack numerous ground targets, including bridge busting, airfield strafing, V1 and V2 launching site raids, and attacks against factories, research sites, oil refineries, flak gun positions, etc. These can be destroyed by bombs, rockets, or simply strafing.

Requires: 1.2 meg floppy, and hard disk.

IBM - \$70.00 AMIGA - TBA

P-38 LIGHTNING LUC

This is a mission disk for SECRET WEAPONS OF THE LUFTWAFFE. It adds the P-38 Twin boom US aircraft to the game, giving dozens of missions which pit it against each of the German fighters.

IBM - \$50.00

THEIR FINEST HOUR LUC

This is without doubt one of the finest historical flight simulators available. The game focuses upon the Battle Of Britain in 1940, and players can fly Spitfires, Hurricanes with the English, or ME 109s, Stukas, ME 110s, and three types of bombers with the Luftwaffe. Each plane has its own historical cockpit, depicted with superb graphical detail, and each plane performs as in real life - the Spitfire is the fastest plane available, but the ME 109 can outclimb it; the Stuka flies like a cow, but is dead easy to achieve a hit with dive bombing, and on the German bombers and twin engine fighter, you can be either pilot, bomber, or any gunner, and each of these can be put on automatic. There are 64 set missions, plus a campaign, which is totally at your discretion, and there is a simple mission design package, which allows you to make unlimited missions! The game is not too difficult, but has five levels of skill, and guarantees to give dozens if not hundreds of hours enjoyment.

IBM - \$70.00 AMIGA - \$70.00

WESTERN FRONT

SSI

At long last, players delighted by the SECOND FRONT gaming system can now relive the Allied D-Day invasion and following liberation of Europe in WW2, using the most detailed and most playable computer system developed. For one or two human players, including a play by mail option, players move about corps sized units, but can choose which divisions and support units are placed in those corps. The computer or player can control all aspects of production, including what AFVs, guns, aircraft to manufacture, strategic bombing of Germany, and combat losses are listed down to individual AFVs, guns, and infantry squads. All of Western Europe, including Italy, is covered by the Campaign Game, and there are three scenarios utilising small map areas, such as Bulge, Breakout, and Diadem. New are Political Points, which limit such things as strategic bombing, unit transfers, etc.

IBM - \$60.00

AMIGA - TBA

POST WORLD WAR II

SSI

An operational level game of the opening of the Korean War, focusing on 1950-51, following the struggle between the forces of the United Nations and the Korean communist forces. This uses the CONFLICT: MIDDLE EAST system, and such is easy to use, but records great details, ie, down to individual tanks, APCs, SAMs, artillery, infantry squads, etc. One hypothetical modern day scenario is included, as well as two 1950-1 scenarios and campaign.

IBM - \$80.00 (March)

AMIGA - \$80.00 (May)

CONFLICT: MIDDLE EAST

SSI

An operational level game of two Arab-Israeli wars, the first one being the 1973 Arab/Israeli War, and a hypothetical 1990s conflict. Each scenario has six difficulty levels and multiple options. You control every aspect of the land and air war, down to individual infantry squads, vehicles, and guns. Weather, supplies, and politics will also affect your decisions. This game uses the RED LIGHTNING game system. How would Syria and Egypt go if they attacked Israel today? Play this game and you will find out.

IBM - \$60.00

AMIGA - \$60.00

MacARTHUR'S WAR: KOREA SSG

In June 1950 the North Korean Army surged Southward, sweeping aside all who opposed them, and were thus poised on the brink of total victory. The UN intervened, and MacArthur's brilliant capture of Seoul was followed by the rapid counter invasion of North Korea. Chinese forces then joined the fray with a stalemate on the 38th Parallel being the end result. Features 8 scenarios that cover the war's decisive conflicts.

C64 - \$45.00 APPLE - \$45.00 IBM - \$52.00

WORLD WAR III**A10 TANK KILLER Ver 1.5**

DYN

So far only available on the IBM, this 1.5 version of the game is vastly improved. The A-10 is now combat proven, so this game was revamped. It now includes 21 missions, having 7 missions set against Iraq in 1991, and 7 new missions in Europe. The documentation is all new, covering the performance of the A-10 in the gulf war.

This is a superb flight simulator of the U.S. tank buster, the A10. Graphics in the game include an accurate digitised cockpit, superb ground detail, with iron-girder bridges, roads, towns, supply dumps, hills (which are easy to crash into when you're not allowed to fly over 300 feet!), airfields, and so on. The A10 has an awesome load of weaponry, designed to deal with each of those target types: MAV to deal with AFVs and landed aircraft, LGB to deal with buildings and bridges, SID to deal with MiGs and HINDs, ROC to deal with convoys of trucks or AFVs, and DUR to destroy those airstrips, and of course, the 30mm chain gun! (The AMIGA version is still version # 1, and has only 7 scenarios, plus a campaign). External views of the A10 even include changing light, in reference to the sun's position! There are three levels of play, plus invincible A-10, and unlimited ammo.

IBM - \$70.00 (New Version) AMIGA - \$70.00 (Old Version)

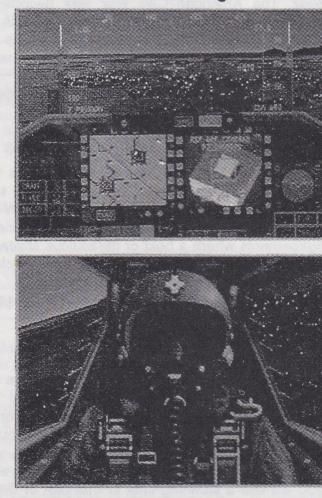
F-117 STEALTH FIGHTER II

MIC

The old F-19 computer game had good game mechanics, but disgusting graphics - but this new game more than rectifies that problem. F-117 is one of the most visually appealing flight simulators available. You can fly either the Lockheed F-117 or a Microprose F-117 (has double the weapons and can engage in aerial missions). You can fly missions at night, dawn, or dusk, during cold war, limited war, or conventional war. The cockpit details are superb, including side and rear views that will leave you breathless. But one of the most pleasing aspects of this game is the ground detail - seven theatres of the world are included, and each includes mountains, rivers, cities, down, depots, all according to real life. And the ground graphics are the best yet, no other flight simulator comes even close. There are three flight modes, no crash, easy landings, and realistic

landings. Fortunately, you can play on no crash mode all the time and the mission scores still count. You always have to take off (which is dead easy), fly to the targets, and then fly back home and land again (which is also dead easy when using no crash mode). Each mission will usually take around 45 minutes, and the ground and night sky graphics are so good you'll never want to land. Game mechanics are also superb, as you hunt down enemy VIP planes, fighter patrols, important ground targets, do photo recons, etc. And practically nothing can spot you, only the IL-76s, and you have heaps of possible counter measures to use. You can even take off from and land on carriers! Theatres include Cuba, Desert Storm, Middle East, Korea, Central Europe, Norway, and Vietnam. Thoroughly recommended, guaranteeing dozens of hours of playing time. Note: requires hard disk & 1.2" meg drive.

IBM - \$99.00

F-117 Stealth Fighter II**FALCON 3.0**

SPE

This is the latest version of the famous FALCON game, a flight simulator for the F-16 Falcon. The game includes four flight models, and includes numerous digitised photos, and has great world graphics. Includes instant action scenarios, where you are thrust into the middle of a dogfight, a campaign, in which you fly missions over Iraq and Kuwait, Panama, and Israel. Each campaign is different. The game enables you to build your own scenarios, and one of the best selling points of this game - you can play it using a modem or null modem.

Modem playable

Note: requires 286 or better, hard disk, and 1.2" meg disk drive.

IBM - \$90.00

HARPOON

360

With this modern naval combat simulation, World War III begins, and the NATO Task Force in the GIUK Gap is ordered to hunt down and destroy their Soviet counterpart. The paramount objective is to neutralise the enemy as cheaply as possible; and in this age of precision armaments, elaborate electronics & very fast delivery systems, deft leadership is a vital prerequisite. Every asset, no matter how formidable, is vulnerable to enemy fire - thus prudent tactics & shrewd manoeuvres are the keys to victory. Over 100 contemporary vessels are included, of ships, submarines, and aircraft, each comprehensively described in technical specifications. This is based on GDW's miniatures rules, and retains it's sense of awesome power and predacious cunning, but is thankfully unburdened by prolific book keeping! Features 12 scenarios.

IBM - \$70.00

HARPOON CHALLENGER PAK 360

360

This is only available on AMIGA, and in fact, is the only way for AMIGA players to get into HARPOON. But this pack is certainly value for money. Included in the box are the standard Harpoon game (as described above), the Harpoon Battleset # 2 (as explained below), the Harpoon Scenario Editor (also explained below), and the HARPOON BATTLE BOOK, which is 304 pages of strategies and tactics of the Harpoon computer game, including information on 800 Naval platforms and weapons systems. This pack is worth way over \$99.00.

AMIGA - \$99.00

HARPOON BATTLESET #2 CONVOY 360

This scenario disk focuses on operations in the North Atlantic theatre. America's convoy routes to Europe are vital for NATO's offensive capabilities, and as a consequence, the control of the Atlantic is of immense strategic value. Soviet submarines are the major threat in this conflict, plundering mercantile shipping and disrupting the coastal regions of North America. Includes

the French and Spanish navies. Players have the option of controlling either NATO or Soviet forces. Requires 1.2 disk drive.

IBM - \$46.00

AMIGA - \$46.00

HARPOON BATTLESET #3 360

This contains 16 scenarios set in the summer of 1990, in the Mediterranean, including the Middle East, including 60 new ships, such as hydrofoils, helicopter cruisers, submarines, attack helicopters, MIG 25s, mirage fighter bombers, etc. Countries include France, Italy, Greece, Turkey, Israel, Egypt, Libya, Syria (with Iraq), USA, and USSR.

IBM - \$46.00

AMIGA - \$46.00

HARPOON BATTLESET #4 360

Indian Ocean and Persian Gulf are covered in this supplement for Harpoon. It contains several Desert Storm scenarios, studies of Indians/Pakistanis and Soviets; a scenario with the Invincible; missions with F-117 Stealth Fighter (send it off to operate alone); a scenario taking out Iranian terrorist bases.

IBM - \$46.00

AMIGA - \$46.00 (march)

HARPOON SCENARIO EDITOR 360

This battleset design tool enables the Harpoon enthusiast to totally control the combat environment. New or modified scenarios can be created or customised from existing & future battlesets. Players have variable control over geographical location, weapon types, air & naval asset allocation, fleet structures, the rules of engagement, local weather conditions, enemy operational orders, starting positions, victory conditions, scenario duration, and the nuclear threshold. An analysis feature automatically runs a diagnostic on all scenarios.

IBM - \$50.00

AMIGA - \$50.00

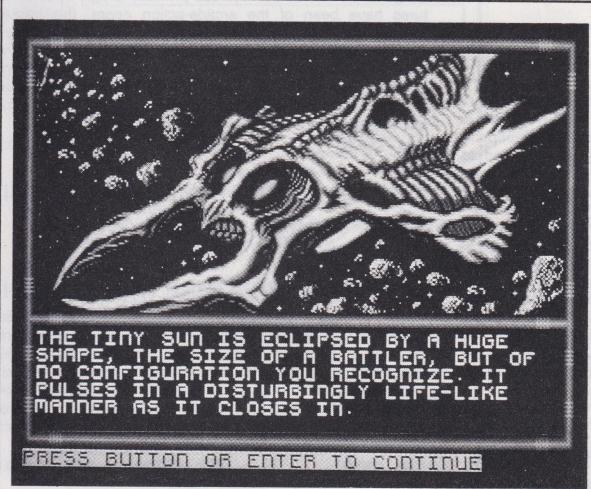
SCIENCE FICTION**BUCK ROGERS II Matrix Cubed SSI**

This superb sci-fi adventure uses the same successful system as POOL OF RADIANCE. This sequel to COUNTDOWN TO DOOMSDAY adds Jupiter, twice as many monsters, you can transfer across your characters from the previous game or start afresh with new ones, as your team scours the solar system rescuing scientists to build the Matrix Device. This machine can transform any substance into pure energy, and is the only hope left for the devastated Earth. You will engage in combat on Venus, meet stormriders, and be offered an alliance with Killer Kane, Buck Rogers old enemy.

Note: requires hard disk & 1.2" meg drive.

IBM - \$60.00

AMIGA - \$60.00 (april)

**CRESCENT HAWKS INCEPTION INF**

All you BattleTech fanboys better gird your cockpit harness, 'cause here's your chance to assume the role of a Lyran Commonwealth Mechwarrior. Ignoring the finesse of battlefield tactics, your basic mission-plan is to kick some Kurita ass! This is a graphic based adventure, and includes more than 4 million individual locations (need I iterate that this means you've got a LOT of ass to kick?) and a handy gladiatorial module designed to teach the novices the best way to execute the aforementioned skill.

C64 - \$40.00

IBM - \$70.00 AMIGA - \$60.00

CRESCENT HAWKS REVENGE INF

Jason's back! Intent on rescuing his father from a Kurita prison, the young Lyran Mechwarrior becomes involved in a desperate conflict with the Clan invaders. This alien empire's powerful 'Mechs have ruthlessly crushed all opposition, and the entire Inner Sphere is threatened with enslavement. Features a 5 world political-military campaign of 27 scenarios with a variable

story line linked to the player's actions. There are over 55 types of Mechs, including the Clan mechs, as well as aerospace fighters, tanks, etc. This game is more a real-time wargame of the battletech universe, than an adventure, and should therefore appeal to most BattleTech players.

IBM - \$70.00

MARTIAN MEMORANDUM ACC

This game is one of the first (and the best) of a new style & era of adventure games - a style which involves the game's characters and NPCs being fully animated, coming from motion video, and talking to you. That is, the game designers have filmed real people doing the talking, and have digitised these conversations and encounters and have slotted it into the game. The result is close to watching a movie on TV! The game also features a technological breakthrough, you don't need to have a soundboard to hear the characters speak. Even through your standard PC internal speaker, you will hear quite clearly the people talking to you.

The game is set in the 21st Century, focusing on Tex Murphy, a private eye. You receive a new case, Marshall Alexander (who owns Terraform Corp, the single organisation that practically owns and runs Mars) tells you that his gorgeous daughter has gone missing, and leads soon indicate that she may have been taken to Mars. But not all is as it seems, something else belonging to Alexander went missing with his daughter, and you suspect this is really what he is after. The following case takes you throughout the dingy streets of your city, involves blackmail, murder, and eventually going to a smugglers base in South America. Then onto Mars, you will go through mining facilities, a casino, and visit many people as you try to track down Alexius Alexander. The graphics and digitised speech and people are extremely impressive, as is the complexity of the plot.

But this game has one more great draw card - every screen has a help option, which will give you clues on everything you need to do in that screen, what to find, where it is, how to talk to people, etc, and the help comes in three degrees - if you can't find anything with the first level, ask for help again, and it will give you further help. The result? Anyone can solve this adventure - not just those with patient role playing skills. Highly recommended. VGA only.

Note: requires hard disk and 1.2" meg disk drive. Takes up 7 meg on hard disk, but draws from 24 meg of packed files.

IBM - \$70.00

MEGATRAVELLER #1: Zhadani Conspiracy PAR

Five specialist characters must be selected (each with independent skills & abilities) and sent on a mission to hunt down a spy through the Spinward Marches. This operation will require both military prowess and diplomatic charm, for the five agents will surely encounter such blood-thirsty entities as alien mercenaries, pirates and customs officials! The game features

space and land combat, over 25 very detailed worlds, 100s of NPCs, plus a labyrinth of false clues and sub-plots.

IBM - \$90.00 AMIGA - \$90.00

MEGATRAVELLER #2: Quest for Ancients PAR

Advanced character generation allows up to 35 careers and 125 skills, either human

or Vargr. Your team is on a desperate mission to save a planet from impending doom at the hands of a corsair full of pirates. There are over 100 planets with starports, cities, abandoned ships, ancient sites, stores, casinos, taverns and more!

IBM - \$90.00

REACH FOR THE STARS SSG

This is one of the best computer games ever made, and certainly the delight of "number crunchers". It contains two games, Standard and Advanced, which are both very different. It can be played solitaire against 3 computer opponents, or with up to 4 human players, as each player builds up his home world, developing Navigational, Industrial, and Ship Technology, and building up the world's

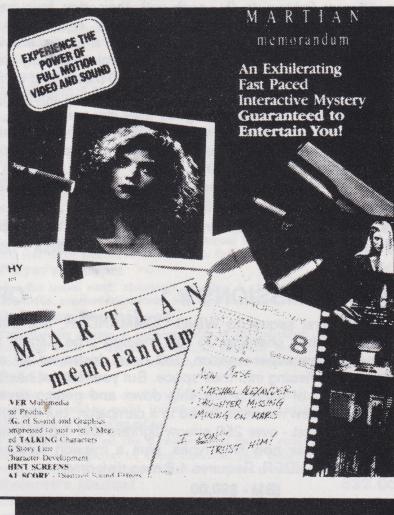
industrial, social and economic levels. This allows population to increase, and colonists can then be sent out to colonise newly discovered worlds. There are 53 star systems, each with up to three planets, which could be hostile or ready to colonise. But the other three players will be attempting the same, and only one can win - so players first build up an industrial base, and then use this to manufacture multiple battlefleets and storm troopers - ready to conquer the galaxy! The game is both an economic and military challenge. Have you ever played in a Play By Mail game in which you wished the turn around was five minutes and not two weeks? Well, that's what this game is like - PBM heaven.

AMIGA - \$45 IBM - \$45 C64 - \$45 APPLE - \$40 MAC - \$45

STAR TREK 25th ANNIVERSARY INT

This is a cute little production (well, not so little, it takes up 7 meg on the hard drive), to celebrate Star Trek's 25th anniversary. The game contains a space flight simulator, in which you command the bridge of the Enterprise, and you can

engage in combat against Klingon battlecruisers, Romulan Birds of Prey, and against pirate ships. From bridge you control Kirk, Spock, Sulu, and Uhura, as you command the shields, phasers and photon torpedoes, repairs to ship systems, speed, communications, and the ship's computer. The game also gives you a series of missions to undertake, and you must solve one before you get to the next. These missions test you to the limit of your role playing ability, as you beam down planetside or aboard enemy ships, using the skills of Kirk, Spock, and Bones

Martian Memorandum

to solve problems encountered. In the first mission you respond to a Federation outpost that has been attacked by demons, in

the second you must rescue a Federation ship hijacked by pirates, in the third you come up against Romulans and a killer virus - after that I can't tell you, because I haven't got past mission three yet! Graphics are probably the best out on any Star Trek game to date, and the game uses a simple point and click and keyboard commands. Note: requires 1.2" meg disk drive and hard disk. Game comes with VGA and EGA.

IBM - \$80.00

STRIKE COMMANDER ORI

Based on the WING COMMANDER system, here you will fly six different types of fighters against twenty enemy types. The year is 2007 AD, and you will serve a mercenary fighter command, fighting neo-nazis, third world dictators, and the IRS. With a 20 mission interactive campaign.

Requires hard disk, 1.2 meg disk drive, 2 meg RAM, 386 machine.

IBM - TBA (july)

TWILIGHT 2000 MIC

Set in Poland after the devastation of WWIII, players have to help to rebuild society. Your party may have up to four members, and there will be dozens of AFV and weapon types, a scenario which allows great freedom of action, a huge territory to explore, a villain to be overthrown, a 3-D vehicle simulator, and so on. Due later this year.

IBM - \$90.00

ULTIMA MARTIAN DREAMS ORI

A fantasy/science fiction cross, this game is both huge and extremely well done. It is set in a mythical 1890s, in which H.G.Wells and Jules Verne had been correct in their guesses - space travel is possible, and man goes to Mars. Once there man finds great canals have been built by some long lost race. You play the same ULTIMA character, the Avatar, sent back in time to this mystical time zone, to go to Mars to rescue some famous figure heads who were accidentally 'shot' to Mars. These include HG Wells, Sigmund Freud, Rasputin, etc, and you can actually talk to these people. The game features real Victorian technology, real Martian geology, and a massively big game arena in which to explore. (And an underlying, secret quest, is to find out what happened to the extinct Martian race.) Requires hard disk & 1.2" floppy.

IBM - \$80.00

WING COMMANDER ORI

This game is without doubt the best computer game ever designed, both with unequalled graphics and playability. The

game is a flight simulator set in the year 2654 AD, in which mankind is locked in a desperate war against the murderous Kilrathi aliens. The game links each flight together in a stunning campaign, and you will fly 20 missions out of a total of 40, and which 20 missions you will fly depends on how well you do. With each flight, you have the option of speaking with other pilots to learn tactics and hints, a briefing where you are told your mission, and then follows a stunning sequence as pilots scramble to their fighters, to be catapulted into space (even better graphics than BATTLESTAR GALACTICA!) There are four different fighters to fly, each with their own four cockpit views, different weapon loads, shields, armor, and manoeuvrability. The game is very simple to learn, with a tutorial provided. You will be given missions to escort and protect friendly capital ships - from slow, ponderous tankers to 700 meter long carriers, to fighting deadly dog fights against five enemy fighter types (and watch those Jaiith, with 6 guns they are murderous!), and you will also be given missions to hunt down and destroy enemy destroyers, tankers, and carriers. The game is simple to learn, difficult to master, and has no boring moments, an autopilot removes any waiting during travelling. (And a secret awaits you in the last mission!)

Note: requires 1.2 meg disk drive, and hard disk or two floppies.
IBM - \$90.00

AMIGA - TBA

SECRET MISSIONS # 1**ORI**

This is the first sequel to WING COMMANDER, and players can transfer their character to this mission. The Kilrathi have designed a new super-weapon, and have destroyed an entire colony before fleeing into their space. But your carrier has been given the task of hunting this ship down and getting revenge. There are 16 new missions linked in a campaign, but the enemy are thick and fast - over 250 enemy fighters and capital ships to destroy! Has four new ship types, plus a mission selector for WING COMMANDER. Requires 1.2 meg disk drive.

IBM - \$50.00

SECRET MISSIONS # 2**ORI**

The second sequel to Wing Command, and the hardest yet. A newly joined ally of the Confederation is beset by hundreds of Kilrathi ships, and when one enemy carrier & its fighters defects, you are sent on a deadly undercover mission to save them. You will fly an enemy fighter (with stunning graphics!), and battle 16 missions before you can save the new allies.

Requires 1.2 meg disk drive.

IBM - \$50.00

WING COMMANDER II**ORI**

The best game has just got better! This is a sci-fi space ship simulator, with over thirty different missions to fly, each mission being linked together with character interaction and storyline, with graphics so stunning you will think you are at the movies! The year is 2664, ten years since the TIGERS CLAW was destroyed by Kilrathi stealth fighters, and you, the finest pilot of the Confederation, were framed by human traitors as being responsible for the disaster, before being court martialled and sent to a backwater outpost. But after ten years of boredom, the war suddenly approaches your sector, and you are thrown into combat once again. You get to fly five new fighters, including a jump-capable fighter-bomber. Larger fighters now have rear or flank turrets, which you can also control, and capital ships can now be taken out with one or two hits by new killer torpedoes. You will be stationed on a space station, planet-side, and on a new space carrier, as you battle against murderous Kilrathi aliens - but watch your back, there are human traitors aboard the carrier, and they are picking off your fellow pilots one by one! New graphics for take-off and landing sequences will leave you stunned, as will improved graphics following character interaction as the thirty mission story continues. You will get to converse with pilots, officers, repair crews, renegade Kilrathi, and so on. The new Kilrathi fighters and ships are more deadly than ever, and your mettle will be put to the test. Any friendly wingmen can eject from destroyed fighters, and if you fly the two heaviest fighters, you can retrieve these pilots with your rear tractor beam. (The graphics of ejected wingmen spinning helplessly through space while sitting in their chairs is amazing.) The game takes up 11 to 15 meg on the hard disk!

Requires: hard disk and 1.2 meg floppy disk drive.

IBM - \$110.00

SPECIAL OPERATIONS # 1**ORI**

This is the first sequel to WING COMMANDER II, and it is certainly the hardest yet. Not only are the Kilrathi beginning to mount a new offensive, but a Federation strike cruiser, complete with full complement of fighters, has mutinied, and it is your job to save the day. There are sixteen missions, each connected by cinematic sequences and intrigue. You will fight both Kilrathi and pirates, and must try to help those mutineers who want out back to Confederation space, while destroying the pirates. Then you have to deal with the Kilrathi strike fleet.

Note: requires 1.2" meg disk drive.

IBM - \$60.00

FANTASY**BARD'S TALE # 3 Thief of Fate****EA**

An ominous darkness shrouds the city, and our once-haughty adventures are cowering behind their mugs of mead. An unspeakable evil has crept forth from its tomb to lay siege on Skara Brae, and the King's soldiers can do nothing to avert the

inevitable horrors that will follow - except, of course, to beg the heroes to boldly search for the demesne of their nemesis, enter 87 terrifying dungeon levels, travel through 7 dimensions, and beat the crap out of every dark entity they meet. With new spells, 13 character classes, and 500 monsters.

FIRE KING**SSG**

A lone hero or heroine goes on a quest for adventure, searching the land's darkest nooks and crannies for treasure and evil foes. Features arcade style action with 3-D graphics. Players meander around the Fire King's Realm, looking at the wondrous sights, dealing out rough justice to various creepy crawlies, and pocketing anything they find of value! Action a-plenty for those brave enough to venture from the castle's comforts.

C64 - \$37.00

IBM - \$45.00

KING'S QUEST # 5**SIE**

Absence Makes the Heart Go Yonder!

King Graham, returning home from a previous escapade, finds his castle and all its occupants missing! With Cedric the Owl as his guide (he's also useful if the rations run low...), valiant King Graham sets off in search of his family and the real estate they were last seen in. Can he save his loved ones, and everything else, before the mortgage repayments ruin him financially? The best graphics yet (as one would expect, with a game that takes up 10 meg on the hard disk) with a magnificent orchestrated soundtrack, realistic sound effects, and mouse activated icons. Requires: 1.2 meg disk drive, and hard disk or two floppies.

IBM VGA - \$80.00

LORD OF THE RINGS, Part One**EA**

This is the official computer game of the Lord of the Rings. The adventure starts with our four hobbit friends, Frodo, Sam, Merry, and Pippin, at Bilbo's party. Bilbo makes his grand disappearance, and Gandalf comes to tell Frodo about the One Ring. As Frodo, you now have to escape from the Black Riders and flee to Rivendell, so the great quest can begin. This is a big game, (and requires hard disk), and ends with the parting of the Fellowship.

IBM - \$45.00

LORD OF THE RINGS, Part II**EA**

This covers the second part of the Lord of the Rings, being THE TWO TOWERS. You will travel through the Forest of Fangorn and meet the ents, go over mountain passes, through a great fortress cave complex, a ghastly marsh, and the Two Towers. Includes an enhanced interface, digitised speech, and colorful animations. The game can be played alone, or as a carryon from the first game.

Note: requires hard disk and 1.2" meg floppy.

IBM - \$80.00 (March)

POPULOUS II**BUL**

For all you people who've been delighted by Populous, you'll love this carry on. Thirty two Greek mythical gods would like to challenge you, and each has his or her own skills and weapons. Graphics are greatly improved, and you will be delighted as your little people build all forms of Greek architecture. There are apparently 1,000 worlds to battle in, and you don't progress up to the next Greek deity until you've beaten the previous one - Zeus is the last and is the "umpire" of all games. If you do well, he'll reward you, if not, he'll be disappointed. The game involves you and the computer player each starting with a small number of people. You have to guide your own in building houses, villas, and cities. The better you build, the quicker they populate. The more people you have, the more divine power you have, and then you can inflict divine disasters against the enemy. (The world is too small for two deities, and one will have to leave...) Very, very cute graphics. (You should see the vegetable head people!)

AMIGA - \$70.00

ULTIMA IV Quest of the Avatar**ORI**

Although the dark entities of the Evil Triad no longer stalk the land, malevolent forces still thrive unchecked. Nightmare creatures such as daemons, dragons, and undead horrors prey upon the unwary. Hidden dungeon-lairs still house all manner of hellspawn and corrupt magics. The proud empires of man have been seduced by unholy promises, while the very heart of the land is being slowly stricken by greed and vanity. Another war must be waged against evil, a final cleansing that will sweep away the brooding detritus of terror. A final conflict against the ultimate opponent - the Self - awaits!

C64 - \$80.00

IBM - \$80.00

AMIGA - \$80.00

ULTIMA V Warriors of Destiny**ORI**

Britannia's adored head of state disappears whilst on an expedition into the vast underworld. His successor becomes a tyrant, and yet again the peoples of the land are burdened with injustice and fear. The populace must be liberated, and to do so requires a hazardous quest through the underworld. Players must brave the vile denizens of a huge subterranean world, and then survive the treacherous plots of a desperate dictator when (if) they return. Features superb background material, including extensive non-violent encounters, and an abundance of markets, taverns, castles, dungeons, etc.

C64 - \$80.00

IBM - \$80.00

AMIGA - \$80.00

ULTIMA VI The False Prophet**ORI**

Gargoyles have risen in dark flocks from the underworld. At night screams of torment arc through the chill air, and the gory refuse of victims are strewn like warnings across the land. The champion from Ultima V must yet again venture into the underworld (brought forth from the 20th Century) is a stunning graphic introduction) and put an end to these evil incursions. This seven-disk campaign features superb graphic quality and very extensive detail! This would have to be the most visually stunning and comprehensive fantasy adventure yet produced.

C64 - \$85.00

IBM - \$85.00

ULTIMA VII The Black Gate**ORI**

200 years have passed in Britannia, and though the society has advanced, an incurable disease is striking the mages, pollution and ecological waste is running rampant, and the Moongates are malfunctioning, and murders are running amuck. You have to discover who is behind it all. Features superb graphics, sound track, and background effects. Requires 1.2 meg disk drive.

IBM - TBA

WARLORDS**SSG**

1 to 8 players can participate in this large strategic fantasy campaign. Set in the medieval-fantasy world of Illuvia, a fragile peace treaty has expired and after quickly dispensing with any pretence towards peaceful negotiations, all eight nations declare war on each other in a race to gain supreme power. The mechanics are simple, and include diplomatic ventures, economic restraints, production of military units and strongholds, and exploring for magical talismans or allies, such as dragons, ghosts, wizards, etc. There are 80 cities to conquer, 10 terrain types, 16 troop types and races, and terrain-racial combat modifiers. "Treat your defeated foes with the contempt they deserve - and off with their heads!" says the blurb on the box, which well sums up the friendly atmosphere. (We have been asked by customers to add a warning to this game - it is extremely addictive!) Note: the IBM version is an improved version.

IBM - \$50.00

ADVANCED DUNGEONS & DRAGONS**SSI****CHAMPIONS OF KRYNN****SSI**

As one would expect, this program is set in the realms of the Dragonlance books. But whereas previous Dragonlance adventures have been of the arcade-action genre, this package presents an epic-quest similar in character and complexity to Pool of Radiance. A party of grizzled veteran type adventurers must save their homelands from the tyrannical Dragonlords, and the legions of evil creatures that follow them. Features extensive dungeons and lairs, plus the more civilised communities that reside in Krynn.

C64 - \$50.00

IBM - \$50.00

AMIGA - \$30.00

CITADEL OF THE BLACK SUN**SSI**

This game is due April?

IBM - \$70.00

CURSE OF THE AZURE BONDS**SSI**

Sequel to Pool of Radiance, the most popular and potentially rewarding regions of the Forgotten Realms fantasy world is now revealed to explorers intent on glory, or adventurers seeking excitement and treasure. This program offers a very large multi-disk campaign for high level (10th Level and above) heroes and heroines. The mechanics feature extra character classes (rangers and paladins), many new spells, and an array of fearsome beasties and dangerous lairs.

C64 - \$30.00

IBM - \$30.00

AMIGA - \$30.00

DEATH KNIGHTS OF KRYNN**SSI**

It has been one year since the Champions of Krynn claimed victory over the massed forces of evil. Now the Lord of the Death Knights, Soth himself, is preparing to wreak havoc in an eruption of evil such as Krynn has never witnessed. As members of the Special Solamnic Order of the Champions of Krynn, you and your party stand as the only force capable of answering Soth's deadly challenge - and living to tell it. This game takes the award winning game system used in Champions of Krynn to new heights. There are higher character levels, new monsters and spells, and enhanced combat.

C64 - \$50.00

IBM - \$60.00

AMIGA - \$60.00

EYE OF THE BEHOLDER**SSI**

This is the first game using a brand new system - players receive a 3-D point of view that creates that "you are actually there" feeling, and all commands are done with a "point and click" system. You are welcomed to the proud city of Waterdeep - a metropolis awash with intrigue and adventure, frequented by wealthy merchants and august nobles, alive with vitality and color, perfumed by spices ad herbs from around the

world. Beneath these every busy streets, beyond the reach of both light and noise, is a labyrinth of sewers that conceals a criminal conspiracy. This warren of foul tunnels and dank corridors echo with inhuman shrieks and the eerie sounds of scuttling horrors. Only reckless adventurers seeking wealth unknown and the challenge of conquest dare to enter the untamed realms below Waterdeep.

IBM - \$65.00

AMIGA - \$60.00

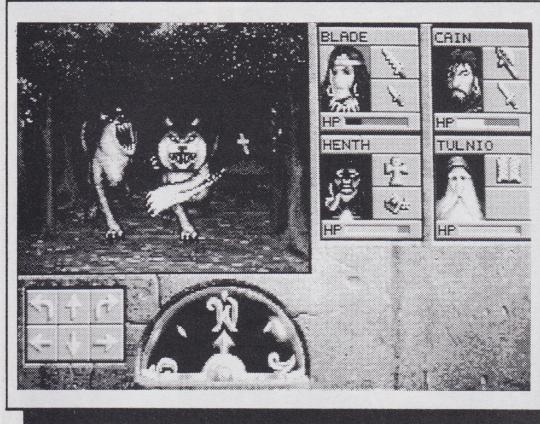
EYE OF THE BEHOLDER II SSI

This sequel of EOB # 1 includes a haunting forest on the way to the dread Temple of Darkmoon, a catacomb, and three large towers. Graphics are improved, and there are lots of new, smarter, meaner monsters - and some of the nastiest ones are humans. You can transfer in characters from the first game, and they can reach 13th level. Comes with EGA and VGA.

Note: requires hard disk and 1.2" meg disk drive.

IBM - \$70.00

AMIGA - \$70.00 (may)

**GATEWAY TO SAVAGE FRONTIER SSI**

The first adventure in a new series, using the popular POOL OF RADIANCE adventuring system. This is set in a new world, where you can sail the Trackless Sea, conquer the heights of the Lost Peaks, brave the ruins of Ascore, visit magical Silvermoon and on it goes. You have to find talismans with which to destroy a new dark invasion. An exciting new wilderness allows players unlimited explorations, characters begin at 2nd level and can progress up to 8th level.

IBM Version requires hard disk or two floppies, requires 1.2" meg disk drive.

AMIGA version due out December, January. C-64 version expected in November.

IBM - \$70.00 C-64 - \$50.00 AMIGA - \$70.00 (march)

POOL OF DARKNESS SSI

Sequel to Secret of the Silver Blades, this takes you back to the Moonsea area for the final battle against the ultimate enemy. You can transfer in your existing characters, and includes new spells, new monsters, new dimensions to travel in, characters entering the game at 15th level can go on past the 25th level, all using the most popular computer adventure system to date.

IBM version requires hard disk and 1.2" meg disk drive.

IBM - \$70.00

AMIGA - \$70.00 (may)

POOL OF RADIANCE SSI

The Forgotten Realms is a land of adventure and horror, and for those that can survive its many dangers there is wealth and power beyond imagining! Players create and then lead a heroic party of adventurers - their task is to save a city from a horde of rampaging beasties, thus searching for and destroying whatever evil force is behind this mayhem. Features an array of Classic AD&D character classes, monsters & spells. The high quality graphics present a huge variety of exotic encounters, from sprawling cities to terrifying dungeons.

IBM version requires hard disk or two floppies.

C64 - \$35.00

IBM - \$30.00 AMIGA - \$30.00

SECRET OF THE SILVER BLADES SSI

Shrouded in a mantle of snow, battered by ferocious blizzards, the Dragonspine Mountains is an imposing, unforgiving realm. Hardy miners & trappers ply the ice and rock, gouging a bare living from the cruel land. It was a relentless struggle for survival, but things were going to get much worse... A mine shaft was sunk into uncharted ground, unwittingly if penetrated an ancient vault. From within the musty depths of the accursed tomb rose a multitude of horrific creatures, and without hesitation they slaughtered those who had released them. Now the mystery of their imprisonment must be solved by brave adventurers, and the evil monstrosity that resides deep inside the frozen gutrock must be vanquished before the entire Dragonspine regions becomes infested. This is a high-level Forgotten Realms adventure, with new spells, monsters, etc. (Who is that glowing mouse?) IBM version requires hard disk or two floppies.

C64 - \$35.00

AMIGA - \$60.00 IBM - \$50.00

SHADOW SORCERER SSI

New AD&D computer game using a new style. It combines role playing, exploration, strategy, and action, with all combat being real time, requiring good co-ordination. Your party of heroes has rescued hundreds of people from the fortress at Tharkas, but is pursued by the Dragon Army. You have to find a safe haven for them. You'll battle hordes of Draconians and the Great Red Dragon. A point and click interface is used.

IBM - \$60.00

AMIGA - \$60.00

THE DARK QUEEN OF KRYNN SSI

The sequel to DEATH KNIGHTS OF KRYNN, is set in the Dragonlance world of Krynn. This boasts a fully evolved version of the SSI computer game system, and you can transfer your characters from DEATH KNIGHTS. You can take your characters up to the 40th level, and you can do an extensive underwater exploration.

IBM - TBA

TREASURES OF SAVAGE FRONTIER SSI

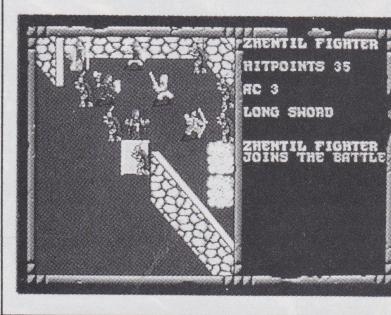
The sequel to GATEWAY TO SAVAGE FRONTIER. Your mission is to save the Savage Frontier from a cataclysmic war, free Lorkh from its evil captors, and regain a powerful magical item lost since ancient times. Movement and combat are now subject to the effects of weather, and players can interact with NPCs, including romances. Reinforcements are also possible during combat. Game play is 40 to 100 hours. Comes with EGA and VGA.

Requires hard disk and 1.2" meg disk drive.

IBM - \$70.00 (may) AMIGA - \$70.00 (sept)

COMING SOON

SSI has a host of new games coming, including a fantasy space combat game simulating battles between spaceships of the SPELLJAMMER world; a DARK SUN role playing adventure; and a FORGOTTEN REALMS adventure.

**MISCELLANEOUS TITLES****RAILROAD TYCOON**

Set in the golden age of Railroads, this game gives you

complete control of the economic resources of the Industrial Age, and commercial struggles which thrust the world into the 20th Century. Game play is between the 1830s and 1900s, and covers western and eastern USA and Europe. You determine the fate of towns, the prosperity of businesses, the success of entire industries. Select the types of trains which will run on your railroad, determine their schedules and designate the kind of cargo they'll carry. Overcome natural hazards such as storms or floods, or man-made catastrophes such as labour strikes and rate-wars. Other tycoons are determined to crush you or brush you from their path, and you'll have to outmanoeuvre them whilst operating your railroad and dealing on the stockmarket. All these decisions are set against the ever ticking clock of history. Trains available go from the first steam models up to diesel and electric locomotives.

IBM - \$90.00

AMIGA - \$90.00

SIMANT MAX

What comes after SIMCITY you ask? Why SIMANT, of course! This game is a amusing (and not overly serious) simulation of building ants' nests. There is a tutorial to teach you how to play the game, a quick game of the black ants versus the red ants, a full game, in which the goal is to take over the back yard, the house, drive out the humans, and kill the red ants, and experimental, where you can play with insecticides etc. Mechanics involve starting with one queen, selecting a spot to start your nest, laying eggs, and then you are away! You can control any one ant, leading the others to find food sources, and when necessary, to defend the nest. Dangers include human feet, lawn mowers, rain (which erodes trail scents), ant lions, and spiders. You control what behaviour to set your nest, deciding levels of foragers, nurses, and diggers, and can control breeding, with workers, soldiers, and breeders. In the full game you get to start new colonies and eventually infest the house, digging under the carpet and floors. Included is a silly mode, in which all characters in the game speak, eg, the spider says as it hunts for lunch, "Has anyone seen an ant?" IBM requires hard drive.

IBM - \$85.00

AMIGA - \$90.00 (march)

SIMCITY MAX

This is one of the most original and addictive computer games available - you are a city planner, given the task of designing a city that will grow and develop to successful proportions. There are six preset scenarios, each with a given task for you, the city planner, to resolve. But there are also dozens of blank maps to work on, including islands and river sites, upon which you can build a city from scratch. You control where to place roads, highways, and railways, and residential, commercial, industrial areas, plus airports, harbours, fire stations, police stations, sports stadiums, etc. The goal of the game is to please the population, in which case they will stay in your city, and others will migrate, but the people are fussy, and will complain about traffic congestion, pollution, housing costs, taxation levels, unemployment, crime, and so on. You can control each of these factors by building better road systems, keeping industry away from residential areas, lower taxes, and so on. And the challenge to meet is to build a city up to 500,000 population (and I know of only one person to have reached this target). The graphics and animation are superb, and game mechanics are all pointer controlled, and easy to use. Thoroughly recommended!

C64 - \$50.00

IBM - \$80.00 AMIGA - \$80.00

SIMCITY TERRAIN EDITOR MAX

This is an extremely useful tool for Simcity - now you can fill in those rivers and get more land to build on, you can set up your own river channels, add forests to help with pollution, and custom make your own maps. The game also comes with several scenarios, including a post-nuclear melt-down, and a city with 11 billion dollars.

IBM - \$30.00

AMIGA - \$30.00

SIMCITY ALTERNATIVE ARCHITECTURE #1 MAX

This adds three new data sets for Simcity - Ancient Asia, with new icons, such as small villages, oriental castles & monasteries, rice fields, typhoons, dragons, etc. Medieval Times, with rural villages, jousting tournaments, castles, etc. And Wild West, with farmers, miners, ranchers, twisters, balloon crashes, and so on. Very cute.

IBM - \$60.00

AMIGA - \$60.00

SIMCITY ALTERNATIVE ARCHITECTURE #2 MAX

This is the best data disk, with three futuristic settings: Moon Base, with bubble dome buildings, space ships, dust pools, oxygen shortages, etc. The other two data sets are Future USA and Future Europe, each with superb graphics depicting new hospitals, traffic tubes, mono-rail trains, cold fusion plants, space ports, and so on. Extremely mesmerising.

IBM - \$60.00

AMIGA - \$60.00

IBM GAMES

All programs require a COLOR CARD to run, and some games are available separately in CGA, EGA, or VGA, though most games are compatible for EGA and VGA only. Most IBM games are also available on 3.5" disks on request, however, for the others, we can provide a conversion, which will involve a small wait.

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GAMES®

THE SOURCEBOOK OF TECHNO-HORROR REALITY

MINIATURE RULES

ANCIENT RULES - WRG

ANCIENT RULES 7th Ed. HISTORIC Wargames Research Group's 3000BC to 1485AD rules. Each figure (of any scale - 5mm to 30mm) represents 20 men. All troop types (from archers to elephants), weapons, formations, and tactics for the period are included in a 56-page book, plus reference cards. The rules include historic background, field engineering, fortifications, unusual 'terror' weapons, and basic stratagems. \$15.00

BATTLESYSTEM

BATTLESYSTEM FANTASY A moderate-complexity system covering large-scale battles between 25mm fantasy units (particularly *Ral Partha's* excellent range). With 3 levels of rules complexity, featuring magic, heroes, monsters, flying, sieges, and much more. Each figure represents one creature or character - but common troops appear on multi-figure bases, and fight as a formation. **AD&D** Player-characters can be used as heroes in any **BATTLESYSTEM** scenario. Made by **TSR**. 128 pages with colour photographs. \$35.00

BATTLESYSTEM SKIRMISHES Modified **BATTLESYSTEM** rules designed specifically for small forces (10 to 50), with each figure fighting as an independent combatant. Can be used in conjunction with **AD&D**. Mechanics include morale, experience, personal challenges, ethereality, aerial combat, blind fire, magic weapons, illusions, war machines, wizards, priests, and more. 128 pages, with templates & painting guide. \$35.00

STRONGHOLDS This generic accessory contains a collection of reprinted*, colourful cardboard 25mm buildings - predominantly mediaeval township dwellings. Includes 25mm street layout maps and a book of assembly instructions. \$50.00 (* originally from **FR8, WGA2, WGA3 & Castles**)

CASTLES Another generic mediaeval-fantasy supplement, this set boasts a wealth of 25mm colour cardboard accessories, including - towers, holds, fortress walls, battlements, drawbridges, siege towers, fieldworks, plus numerous floorplan aids, & more. With assembly instructions. \$60.00

BLADESTORM

BLADESTORM FANTASY Skirmish-level system where each figure represents a single combatant. The mechanics allow for quick combat resolution and are specifically designed for small unit engagements. Of interest is the background material that features a chaotic, divided land shrouded within a mantle of ferocious magical gales called Bladestorms. Includes a 64 page rulebook, a 160 page world sourcebook, a 32 page scenario book, a 32 page colour troop guide, two large colour maps & dice. By **Iron Crown**. \$35.00

BLADESTORM BESTIARY 96 page collection of new critters - featuring giant animals, zephyr hounds, flying beasts, dragons, unnatural & artificial beings, undead, shapechangers, demons, plus invaders & assailers. Includes 10 scenarios, encounter tables, plus weather, treasure & Power Hue generators. \$25.00

CHALLENGER II

CHALLENGER II MODERN Covers battlegroup combat from 1950 to the 1990's. Each micro-scale miniature in the game represents one weapon. The 66 page rulebook includes reference-charts, a beaten-zone template & 170 markers. The popularity of this product is due to its comprehensive detail & excellent tactical integration of the combined-arms doctrine. Mechanics cover the command network, communication, multi-role ordnance, electronic & NBC warfare, engineering, helicopter operations, air support, and much more. \$15.00

MODERN EQUIPMENT HANDBOOK

92 page guide to equipment specifications & point values. Contains a compendium of vehicles (MBTs, tank destroyers, APCs, ACs, recon units), anti-tank missiles, rockets (chemical, conventional & nuclear), anti-aircraft systems, mortars, artillery & helicopters from 49 countries! \$15.00

DIGEST #3

Features a global catalogue of engineering vehicles (with unit compositions), plus 2 scenarios, variant close-assault mechanics (for faster combat resolution), equipment data updates, and an Army list update. 68 pages. \$15.00

DIGEST #4

Ultra Modern Army Lists Volume 1. This 77 page book details comprehensive unit compositions of the major & neutral forces on the central European front. \$15.00

DIGEST 5

Features comprehensive tables of organisation for the Middle East, Africa, the Far East, Latin America, and superpower Intervention Forces. Includes a brief listing of 'hot spot' forces from Central America. 77 pages. \$15.00

COMMAND DECISION

COMMAND DECISION 3rd Ed. 20th CENTURY

This latest version will incorporate the **Combined Arms** mechanics, thus providing a comprehensive set of both WW2 & contemporary warfare rules (we don't know yet if it will include *Over the Top*). This edition will also incorporate all previous errata, have better organised information, plus more examples of play. A special appendix will feature pre-20th century rules. Overall, the playability and unique action-reaction sequence will not be compromised. Due soon? \$50.00

OVER THE TOP

WORLD WAR ONE Rules for tactical combat in the bloody mire that was World War I - the dawn of modern warfare. The game mechanics feature chemical warfare, artillery barrages & variant ammunition, complex prepared trench systems, weather, night fighting, aerial operations, trench raiding parties, stossstruppen, demolition, exhaustion, flame-throwers, BEF's Mad Minute, rudimentary AFVs, and the deadly machine gun. This 128 page book includes 10 scenarios (one involves Australian cavalry in the Holy Lands), two campaigns, and complete 1914 to 1918 Orders of Battle for 13 nations. \$18.00

DE BELLIS ANTIQUITATIS

DE BELLIS ANTIQUITATIS

ANCIENT Wargames Research Group's fast-play campaign rules. This 20 page book contains simple, yet effective, mechanics that cover troop definitions, terrain, camps, close combat, missile fire, artillery, etc. Includes a suggested six nation campaign, plus historical army lists. Very suitable for mass-density 15mm or 1/300th games. \$6.50

FANTASY WARRIORS

FANTASY WARRIORS

FANTASY Grenadier's incursion into the realm of fantasy tabletop wargaming is a pleasant surprise. They've produced a low-to-moderate complexity system that allows play to flow quickly without sacrificing the character necessary for an epic swords 'n' sorcery battle. The 56 page rulebook includes sections on orders, scouting, warchief boasting, omens, threats (quite useful), magic, talismans, army lists, and more. There are also 150 miscellaneous game markers, some dice, plus a 102-piece selection of plastic 25mm Dwarf & Orc miniatures. \$70.00

NECROMANCER

A supplementary rulebook that will feature undead army lists, new spells and talismans appropriate to the dark arts of tainted magic, plus game stats for wraiths, itchies, spectres, skeletal dragons, etc. Due mid '92? TBA

MERCENARY

For those who just can't get enough variant rules; this supplement will include more army lists, plus new rules for poisoned arrows, speeches, marksmen, the Goblin war chant, a mini-campaign system, and much more! TBA

WHITE METAL

This is a near-future **Military Simulations** release - a magazine-format catalogue that will provide an illustration for almost every miniature we stock! Also includes several articles pertaining to new rules for **Fantasy Warriors** that have appeared in **Grenadier's** in-house fanzine* (most of which should appear in **Mercenary**). Due May? TBA

* not available thru us, so please don't ask.

FANTASY WARLORD

FANTASY WARLORD

FANTASY

A mass-combat system that encompasses field armies of unlimited size. The mechanics feature formation-level manoeuvre & combat resolution, with individual warrior-heroes, priests, thieves, wizards and discipline masters. Details include army creation, unit organisation, orders, flying, terrain, missiles, morale, divine intervention, divine agents, magic armour & weapons, artifacts, two types of battle-magic (Arcane & Divine - 109 spells), tactical tips, campaign-world source material, racial backgrounds and numerous reference sheets. 192 pages. \$40.00

GALATIC WAR

GALATIC WAR

SCIENCE FICTION

A skirmish-level system detailing a war between humanity and the alien VorTechs. This box set features a 48 page rulebook, an 8 page scenario & terrain pack, introductory rules, counters, plus over 100 25mm plastic **Grenadier** miniatures. More details next catalogue. Future releases will introduce the gargantuan Goliaths, fire-breathing Drakes, web-spinning Arachnoids, robotic Microns, VorTech Cyberserkers, and much more. Due May? \$60.00

HARPOON

HARPOON

MODERN

Excellent tactical naval wargame rules. This box set features a 48-page rulebook, the 144 page **Data Annex 1990-91** book (see below), a 16 page scenario book, two reference cards and 168 counters (if you can't afford miniatures). The mechanics are detailed, and allow for a realistic interpretation of near-future conflicts. Incorporates devastating air power & sophisticated electronics with a variety of surface vessels & submarines. However, these rules require extensive book-keeping (unit damage allocation, ammunition expenditure, fuel, etc). Great! \$60.00

BATTLES OF THE 3rd WORLD WAR

Contains 14 scenarios of Soviet & NATO naval engagements in the North Atlantic. With new rules, secret weapons, plus essays on maritime strategy. 48-pages. \$18.00

SHIP FORMS

25 detailed status sheets for popular ship-classes in the NATO (12 entries) & Soviet (13 entries) fleets. Full game data for each vessel is included, as are 9 aircraft & 4 helicopter profiles, plus a scenario-generation system. \$18.00

SUB FORMS

Like **Ship Forms**, this 48 page supplement is designed to speed-up play & make references to the combat vessels easier. Features 38 detailed, ready-to-play submarine data-sheets, representing boats from 7 countries. \$18.00

ASW FORMS

Contains comprehensive data-sheets for 32 NATO & Soviet Anti-Submarine Warfare vessels, aircraft & helicopters. With an ASW scenario-generation system \$18.00

DATA ANNEX 1990-91

Filled with concise technical specifications on modern ships, submarines, aircraft, weapons, missiles & electronics. This 144 page supplement details the world's fleets, including near-future vessels & on-board systems. Also features new aircraft endurance rules. \$12.00

THE SOUTH ATLANTIC WAR

Features 24 scenarios that recreate the furious clashes between Britain & Argentina in their battle for control of an island full of cold sheep (not New Zealand). Includes pre-generated ship status sheets, historical background, force lists, environmental data & land campaign rules. \$27.00

TROUBLED WATERS

Will feature over 30 pregenerated ship forms and special rules that cover the navies of the third world, with scenarios from the 1973 Arab-Israeli war, the Iran-Iraq war, and the Gulf War. A scenario generator is provided, plus a brief history of Fast Patrol Boat operations. TBA



JOHNNY REB

JOHNNY REB 2nd Ed. U.S. CIVIL WAR
One figure (of any scale) represents 20 soldiers, forces are deployed in Regimental formations. Players are able to recreate massive Corps-level engagements. Includes an 86-page rulebook (illustrated with diagrams), 11 pages of scenarios, 2 quick-reference charts & 300 counters (if you don't want to purchase miniatures). Comprehensive in its historic detail, but with playable mechanics. **\$50.00**

TO THE SOUND OF THE GUNS

Excellent campaign supplement that spans the entire War of the Rebellion. Contains 12 scenarios, some of which feature special rules that cover the unique problems faced by the Union or Confederate troops involved. **\$18.00**

KRYOMEK

KRYOMEK SCIENCE FICTION
Skirmish and mass-combat level rules depicting a war between the Nexus Tri-Federation Alliance & hive terror-creatures. The fast-play mechanics include a command-chit order system, and a low threshold of dice throwing. Features alien terrain, troop experience, rank progression, skill bonuses, extensive campaign background, weapons tech, morale, drones, bio-engineering, combat vehicles & much more. Complemented by a superb range of 25mm Fantasy Forge miniatures & resin kits. **\$40.00**

NAPOLEON'S BATTLES

NAPOLEON'S BATTLES HISTORIC
Rules for grand-tactical brigade-regimental warfare from 1792 to 1815. Includes unique mechanics that stress Command-Control & player interaction. One 15mm figure represents either 120 infantry or 80 cavalry, with 1 artillery base per battery. One turn = 30 minutes, one inch = 100 yards. Features an introduction (32 pages), a scenario book with 8 battles and DYO (48 pages), a rulebook with three complexity levels (36 pages), reference cards, templates, and 186 counters. Over 350 troop types, and 800 leaders are rated for their abilities. By **Avalon Hill**. **\$60.00**

NAPOLEON'S BATTLES EXPANSION MODULE
Features rules errata for the parent game, more details on scenario generation, plus optional mechanics (terrain & formations, etc), and 9 complete scenarios - from Valmy 1792 to Craonne 1814. 54 pages. **\$25.00**

PHOENIX COMMAND

PHOENIX COMMAND 2nd Ed. GENERIC
A quick-playing and extremely realistic small-arms combat system. Any number of players can participate in gritty man-to-man scenarios of modern melee combat. Includes basic, advanced & optional rules plus a character generation system and a comprehensive listing of contemporary weapons (pistols, SLRs, LMGs, grenades, shotguns, etc). 90 pages. Highly recommended. **\$35.00**

ADVANCED DAMAGED TABLES

A detailed, graphic expansion of the Hit Location & Damage tables. Includes rules for bullet paths, low penetration effects, target shock, bone ricochets, and over 60 bodily hit locations. This much family fun can't be legal! **\$20.00**

ADVANCED RULES

More mayhem than you can poke a sharp stick at! Includes blunt trauma, smoke, blind fire, traps, explosive ammo, spotting, weapon reliability, scopes, skills training, etc. **\$20.00**

ARTILLERY SYSTEM

Here's some heavy hardware that's guaranteed to turn targets into fertiliser! With 72 pages detailing individual guns, rockets & mortars; plus rules for indirect fire, fire missions, air & ground bursts, defensive positions, etc. **\$27.00**

CIVILIAN WEAPON DATA SUPPLEMENT

Details 118 weapons available, in America, for civilian use (ie: a McDonald's Massacre), or hardcore police ops - pistols, shotguns, lever-action rifles, etc. **\$20.00**

HAND TO HAND COMBAT SYSTEM

No mucking about here kids - straight into the real messy stuff! 47 pages with rules for whips, swords, baseball bats, chainsaws, etc. Includes character generation, etc. **\$22.00**

HEAVY METAL

Details the capabilities of eleven different types of power armor, as well as describing hit locations and damage tracking. Includes rules for weapon-battlepacks and auxiliary-packs, plus Dragoncrest equipment. **\$27.00**

HIGH-TECH WEAPON DATA SUPPLEMENT

A 32-page list of futuristic weaponry (such as Sliver, Flechett & Lase munitions) and body armor (flex, power, etc.). Includes data on caseless ammo, mines, launchers et al. Ideal companion to Cyberpunk genre games. **\$22.00**

SPECIAL WEAPONS DATA SUPPLEMENT

Contains the necessary rules/data for a variety of unusual weapons, like riot control gear, flamethrowers, mini-guns, claymores, modern bows, silencers, Special Forces gear, & garrotes. 32-pages of more family fun. **\$20.00**

WILD WEST WEAPON DATA SUPPLEMENT

Features 48 popular weapons of the period, with an overview of 19th century weapons development. Includes rules on quick drawing, fanning revolvers, speed loading, and other classic western-shootout kinda stuff. **\$15.00**

WORLD WAR II WEAPON DATA SUPPLEMENT

Features over 80 small-arms (pistols, HMGs, SMGs, rocket launchers, explosives, et al) from Italy, France, Germany, Russia, America, Britain & Japan. An ideal supplement for squad-level WW2 miniatures games. **\$18.00**

FUTURE RELEASES

Mechanised Combat System The theory behind this one is that if you can't shoot the buggers, then run 'em down with a bloody great tank! 112 pages, due soon. **\$30.00**

Russian Roulette 40 page supplement with 8 scenarios set during the breakup of the USSR. Due soon. **\$20.00**

Phoenix Command Expansion Animals in combat, laser sights, specific aim points, etc. 32 pgs, due soon? **\$20.00**

Lock and Load Features 10 scenarios based in Vietnam - from jungle ambushes to street fighting in Hue. **TBA**

In The Name of God Contains 8 scenarios from the Mid East. Why don't you just watch the news instead? **TBA**

Light Vehicles Supplement For the **Mechanised Combat System** - details 16 Armoured Cars & APCs. **TBA**

SPACE MARINE II

SPACE MARINE II SCIENCE FICTION
Set in the **Warhammer 40,000** universe, this is a game of tactical land combat in a brooding, gothic universe where a techno-religious empire fights an array of fantasyleque races and the dread spectre of Chaos! **Citadel's** superb Epic-scale miniatures are designed for use with these rules, and they amply reflect the draconian future that is **Space Marine's** background. The 2nd edition version features new points values & mechanics, plus plastic miniatures - 12 Land Raiders, 24 Rhinos, 240 Marines, 12 Eldar Grav Tanks, 120 Eldar Guardians, 18 Ork Battle-wagons, 180 Ork Boyz & 1 Warlord Titan. **\$100.00**

MARINE CODEX

Should feature advanced damage rules, campaign play, details on Imperial, Eldar, Ork & Chaos weapons, etc. **TBA**

STAR WARS

STAR WARS MINIATURES BATTLES SCI FI
A 112 page book of tactical squad-level combat in the Star Wars universe. The rules feature two levels of complexity, as well as mechanics for close-assault, alien terrain, squad creation, heroes, 'droids, morale, hidden movement, special weapons, the force, etc. Abundantly illustrated. Includes templates, markers, and scenarios. **\$35.00**

TACTICA

TACTICA ANCIENT
A comprehensive set of rules for 25mm (or 15mm) ancient era campaigns. The mechanics stress the historical limitations of units, maneuver restrictions for certain troop types, battleline depth & frontage, angle of attack, troop quality, etc. 90 pages, with some glorious colour photos. Includes exhaustion, wheeling, post-melee movement, massed & skirmish missile fire, variant melee types, chariots, elephants, plus 25 accurate & complete army lists. A factual, yet playable, format. **Tactica Supplement One** is a 32 page bonus inclusion that contains a few new rules & 22 army lists - in future this will be sold separately. **\$45.00**

WARHAMMER FANTASY BATTLES

WARHAMMER FANTASY BATTLES FANTASY
3rd edition 278 page softcover book. Mechanics are very detailed and have a great amount of character. Every imaginable aspect of heroic combat is covered - chariots, aerial combat, character skill-levels, champions, generals, wizards, elite units, special forces, camp followers, leadership, war beasts, war engines, racial types & much more, plus a wealth of background material on the **Warhammer** universe. Units are allocated to regiments, with morale & combat efficiency pertaining to the whole formation - heroes, magic-users, monsters, special weapons, and other such elements become potent auxiliaries. Includes a scenario plus 24 pages of templates & charts. **\$50.00**

REALM OF CHAOS VOL. 1

Also for use with **Warhammer 40000**, this book features new rules for chaos magic, Daemonic weapons & chaos attributes! Plus a comprehensive array of information pertaining to the chaos deities, chaotic organisations, cults & Army Lists. "For Mature Gamers" says the blurb on the cover, no doubt this helps boost their sales to younger players! 282 pages of gothic-horror splatter frenzy. **\$70.00**

REALM OF CHAOS VOL. 2

This 296 page tome of gut-wrenching, spine-quivering and ball-shrivelling terror further describes the obscene world of Chaos for **Warhammer Fantasy** & **Warhammer 40000**. Details include new magic, chaos gifts, narrative campaigns, monoliths, the Dark Tongue, lesser powers, new warbands & cults, daemon legions, the Chaos armies of Nurgle, Tzeentch, renegades, plus lots more! **\$70.00**

WARHAMMER ARMIES

This 162 page softcover book presents a huge array of army lists (with revised army-record sheets) for everything from dark elves & pygmies, to mercenaries & goblins. Also features new rules on combat, special troops, magic, artifacts & monsters. All troop-types are illustrated, as are shield & banner designs for gung-ho painters. **\$50.00**

WARHAMMER SIEGE

140 page softcover detailing fortress assaults & defense, for both **WH Fantasy Battles** & **Warhammer 40K**. **TBA**

WARHAMMER 40,000

WARHAMMER 40K SCIENCE FICTION
A tactical science fiction miniatures system suitable for games varying in size from simple skirmishes to monster engagements. Rules include psychology, robots, aerial combat, psionics, mutants, personalities & bionics. There is also a comprehensive listing of the weapons, armour & combat vehicles of this gothic future. Extensive background information is provided, with a brief history of the Imperium, as well as a detailed bestiary of the bizarre beasties and cruel aliens that inhabit the known planets. With 272 pages, plus unit-briefs, templates & record sheets. Designed for use with **Citadel** miniatures. **\$50.00**

WARHAMMER 40,000 COMPENDIUM

A 198 page softcover book that includes rules for medics, craters, bikes, predators, dreadnoughts, robots and other such related miscellany. There are also extensive painting guides for **Citadel's** superb range of miniatures, and other articles of interest for the **WH40K** enthusiast. **\$50.00**

WAAARGH - ORKS!

104 page Ork sourcepack containing everything you ever wanted to know about this obnoxious, brutish race. Experience the culture, however rude and filthy, of the infamous Mad Boyz & their brethren. Covers Ork history, society, castes, clans, uniforms, banner art, languages, Gretchin's, Snotlings, the much abused Squigs, and more. **\$40.00**

'ERE WE GO

More Ork source material - 208 pages - details include Painboyz (with various nefarious attachments), army lists for 3 new Clans, Runtherdz, Weirdboyz, Madboyz, Mekboyz, Tinboyz, cyboars, Ork mekaniks, kustom vehicles & weapons, robots, wargear, shokk attack guns, Freebooterz, painting guides, and heaps more besides! **\$40.00**

WARHAMMER 40K COMPILATION

Yet another supplement that features a plethora of material taken from the **White Dwarf** magazines. This includes Army Lists and extensive background information on the Eldar & Genestealer races, new rules for Space Marines & Terminators, painting guides, plus a history of the Space Wolves' Primarch Leman Russ. **\$45.00**

SUBSCRIPTIONS

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ADVENTURER'S CLUB

A quarterly B4 publication printed by Iron Crown, and containing specific articles for the **Champions & Fantasy Hero** RPGs. All issues feature a selection of short adventures, new creature and non-player character statistics (such as major villains), general essays on gaming technique, descriptions of various campaign organisations, notes for improved play, and other such related topics. An ideal companion for **Hero System** gamers. Publication regularity is good.



ADVENTURER'S CLUB - \$26.00 for 6 issues



ADVENTURER'S CLUB - \$47.00 for 12 issues

ANIMAG

Why did we include a magazine dedicated to Animagi? Because, (A) - it does have some relevance to the gaming fraternity: all those vivid, hi-tech cartoon slugfests between massive mecha combat vehicles & their young, glamorous pilots were the genesis for **Robotek & Battletech**. And (B) - we like alluring, doleful-eyed heroines! Each issue features extensive articles on Japanese TV and movie animation - with colour & black 'n' white sketches, stills, and diagrams. Publication regularity is fairly poor.



ANIMAG - \$43.00 for 6 issues



ANIMAG - \$77.00 for 12 issues

AUTODUEL QUART.

A literally effort by Steve Jackson's company, catering exclusively to the **Car Wars** fanatic... er, enthusiast. Article definition is quite regimented: what you get is at least one scenario dedicated to vehicular violence, a selection of new weapons, accessories & vehicles, gaming advise from designers or smart-ass players (ie: "Drive fast & shoot often!"), and a short story on, you guessed it, vehicular violence. This 'mag is both informative and entertaining. Publication regularity is fairly slow.



AUTODUEL QUARTERLY - \$30.00 for 4 issues



AUTODUEL QUARTERLY - \$54.00 for 8 issues

BATTLE TECHNOLOGY

A bi-monthly publication that exclusively covers the universe of **Battletech & Mechwarrior**. Regular departments include: News Service - historical type stuff; Unit Update - a regimental guide; BattleTac - analysis of campaigns & tactics; plus BattleMechanics - new weapons tech data. Feature articles include such things as short stories, in-depth studies of Inner Sphere politics or military prowess, and other such related matters. Indispensible to all die-hard 'Mechheads! Publication regularity is good (I think).



BATTLE TECHNOLOGY - \$43.00 for 6 issues



BATTLE TECHNOLOGY - \$77.00 for 12 issues

CHALLENGE

Games Designers Workshop's monthly mag' is the definitive publication for Sci-Fi roleplayers. Every **GDW** system is covered; **2300AD**, **Megatraveler**, **Twilight 2000**, **Space 1889** & **Dark Conspiracy**. Other games such as **Warhammer 40K**, **Battletech**, **Cyberpunk** et al, are also covered (though not as profusely as the former titles). Article definition involves RPG adventures, wargame scenarios, variant rules, new equipment, and general gaming essays. Publication regularity is very good.



CHALLENGE - \$33.00 for 6 issues



CHALLENGE - \$60.00 for 12 issues

DRAGON

TSR's popular monthly magazine. The emphasis is on **AD&D**, with a veritable treasure-chest of articles, adventures, & ads(!) for **Forgotten Realms**, **Dark Sun**, etc. Features on **Top Secret SI** & **Marvel Super**s are tolerated, albeit with less proliferation. Every issue includes such things as new spells, magic items, strange monsters, variant NPC classes, short stories, comics, game reviews, and a broad selection of essays on gaming techniques & campaigns. Publication regularity is excellent.



DRAGON - \$45.00 for 6 issues



DRAGON - \$81.00 for 12 issues

DUNGEON

TSR's bi-monthly publication specifically dedicated to **AD&D** or **D&D** adventures - with enough danger 'n' loot to satiate the wander-lust of any party. The player's quest for riches, fame & challenges is fulfilled with at least four, moderate to exceptional quality, mini-modules per issue. Every game is complete, with all necessary maps & diagrams included. Some adventures are campaign-specific, set in either the **Dark Sun**, **Spelljammer**, **Ravenloft**, or other such realms. Publication regularity is excellent.



DUNGEON - \$40.00 for 6 issues



DUNGEON - \$70.00 for 12 issues

GENERAL

Avalon Hill's great publication that deals exclusively with **Avalon Hill** simulations (what a surprise!). Each issue highlights a specific (usually new) product, with extensive feature articles. However a selection of popular games (such as **ASL**, **Third Reich**, **Diplomacy** etc.) are also regularly covered in detail. Article definition includes series replays, scenarios, designer's notes, strategy & tactics, optional rules, coming attractions & (infrequently) variant counters. Good publication regularity.



GENERAL - \$40.00 for 6 issues



GENERAL - \$70.00 for 12 issues

MEGA TRAVELLER

Digest Group's definitive **Mega Traveller** journal is supposedly on a quarterly production schedule, unfortunately we are unsure of release regularity. This great mag' offers complete adventures, detailed essays on post-rebellion politics, starship variants & systems, racial backgrounds, military paraphernalia, and more. Regular features include new equipment lists, questions & answers on rules, plus an Imperial news brief. Single issue purchases apply until further notice. Publication regularity is as yet unknown.



MEGA TRAVELLER JOURNAL - \$10.00 for ONE issue



MEGA TRAVELLER JOURNAL - Subscriptions TBA

RUN 5

Strategic Studies Group's excellent computer journal. As one would expect, the entire magazine is dedicated to **SSG**'s range of excellent fantasy & military computer simulations. Each issue of this Australian publication features articles on designer's notes, computer-game reviews, detailed variant scenarios, strategy tips, and general articles covering gaming technique & mechanics. Unfortunately this magazine has a notoriously bad printing schedule! Publication regularity is almost non-existent.



RUN 5 - \$17.00 for 4 issues



RUN 5 - for issues

UNSPEAKABLE OATH

A professional American fanzine-style B4 digest of arcane lore for the **Call of Cthulhu** keeper, player & enthusiast. Articles include the standard selection of scenarios, campaign details, new Lovecraftian (?) beasties, background source material, and other related miscellany. Everyone who enjoys **Chaosium**'s superb horror RPG would be well advised to invest in this magazine. Quality material by known English and Australian authors are regularly included. Publication regularity is slow.



UNSPEAKABLE OATH - \$30.00 for 4 issues



UNSPEAKABLE OATH - \$60.00 for 8 issues

WHITE DWARF

A glossy, monthly English magazine solely dedicated to **Games Workshop** products. Enthusiasts of **Warhammer** RPG, **Warhammer Fantasy Battles**, **Warhammer 40K**, **Space Hulk**, **Space Marine**, and all the rest, will find this invaluable. Articles cover adventures, scenarios, new rules, variant counters, backgrounds, and the like. Every issue contains photographs & specifications for new **Citadel** releases, plus colour pages highlighting superb miniatures painting! Publication regularity is very good.



WHITE DWARF - \$41.00 for 6 issues



WHITE DWARF - \$80.00 for 12 issues

CRAZY SPECIALS

PLEASE GIVE SECOND CHOICES

WARGAMES

ADVANCED SPACE CRUSADE GW

This game is now one of the most important games set in the Warhammer 40,000 universe. Previously, people have wondered what relevance ADVANCED SPACE CRUSADE had to 40K, but with the latest WHITE DWARF magazines, now we know. The Tyranids (whom this game revolves around) are masters of genetic engineering, and in fact have created the race of gene-stealers - the gene-stealers are merely the vanguard of the Tyranid invasion of the Imperium. The Tyranids have invaded the Imperium with millions of organic, living ships, and have gobbled up every world in their path - but not without losses. That's where this game comes in. It focuses upon a command of Marine Scouts who have penetrated one of the living Tyranid ships. They have to reach the centre of the ship in order to "kill" it, and win the battle. But to do this there are three routes to reach the ship's centre, and the fearsome Tyranid warriors will be waiting. Players buy marines and warriors from a points pool, and then decide what to put near each of the three routes. The game includes multiple floor tiles of the living Tyranid ship, plus 15 space marine scouts and 6 massive Tyranid warriors.

Crazy Special \$55.00

Normally \$99.00

GAMES WORKSHOP LITTLE BOXED SET SPECIAL

Crazy Special: \$100.00

Normally: \$200.00

Well people, after the tremendous success of the GW BIG BOXED SPECIAL, we thought we'd do the same again but with the little Games Workshop introductory games. In this special you receive four games: SPACE FLEET; KERRUNCH; ULTRA MARINES; and MIGHTY WARRIORS. SPACE FLEET is a fast paced, cleverly conceived game in which two massive Eldar Wraithships are pitted against two Imperial battleships. Included are 4 detailed plastic ships, gameboard, rules, and record cards. (Additional metal ships are available and extra rules are in various White Dwarf's.) KERRUNCH is an introductory game of BLOOD BOWL, and includes 24 figures (dwarves, elves, orcs, and humans), 1 plastic football, 2 score markers, 2 team rosters, 2 combat charts, 2 injury boxes, dice, and playing pitch. ULTRA MARINES is the introductory level game into the SPACE HULK game, and includes 20 plastic figures (4 squads of space marine scouts), 49 cardboard floor sections, 4 data cards, dice, 30 event cards, rules sheet, and counters. MIGHTY WARRIORS is an introductory level game to the Warhammer Fantasy Battle universe, focusing upon battles in an underworld. You get 36 plastic figures (humans, skaven, elves, dwarves), army lists, floor tiles, dice and doors.

Admittedly, all of these games are for ages 8 to adult, and contain simple, fast moving rules, but for advanced players, the games are worth getting merely to get the superb miniatures and playing surfaces.

INDIVIDUAL PRICE LIST

	Crazy Special	Normal Price
Space Fleet	\$30.00	\$50.00
Kerrunch	\$30.00	\$50.00
Ultra Marines	\$30.00	\$50.00
Mighty Warriors	\$30.00	\$50.00



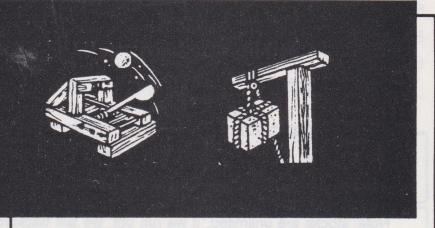
DUNGEON BOWL

This is a supplement for BLOOD BOWL, which allows people to play this unique, violent form of football inside a dungeon! Players (dwarves and elves) move about using teleporters, each searching for the ball hidden in one of the many trapped chests that lie scattered throughout the maze. This module contains 32 plastic blood bowl figures, and sturdy laminated tiles and counters.

Crazy Special: \$35.00

GW

Normally: \$60.00



ATTACKSUB

This is a low complexity, fast moving two player card game of contemporary submarine warfare. Players command 48 of the world's best warships in 13 scenarios ranging from simple sub vs sub encounters to combined fleet actions. A deck of 128 cards are used to resolve the action with rules similar to those used by the popular UP FRONT game. Games take from 10 to 60 minutes, and the game includes 128 cards, 24 ship cards, rulebook, and counter sheet of markers.

Crazy Special: \$30.00

AH

Normally: \$50.00

A LINE IN THE SAND

TSR

This is one of the best multi-player games available, with five scenarios allowing 2 players, up to the campaign game with 6 players. Scenarios include the Desert Storm Gulf War, or alternatively, allow players to replay the entire events, starting before Iraq took over Kuwait. In which case, each nation will have a randomly selected hidden agenda, which no other nation will know about. Eighteen different nations are represented, and they are broken up into Iran, Iraq (with Yemen), Israel, Moderate Arabs (which includes Egypt, Kuwait, Oman, Saudi Arabia, Turkey, & UAE), US and Allies (including France, UK, US, and UN) and Volatile Arabs (Jordan, Lebanon, Libya, and Syria.) The three possible war aims for Iraq, for example, include "A - capturing and holding all Kuwaiti oil assets", or "B - unite all Arabs against the Western Powers.", or "C - Gain control of 3 more oil fields than it started the game with." The other players will not know which of these three goals Iraq has been given. Game comes with extremely large mounted mapboard, 162 standard counters and stands, 192 flat counters, player cards, pouches, diplomatic pad, and two rule books.

Crazy Special: \$40.00

Normally: \$70.00

RORKE'S DRIFT

3W

This is actually two games in one box, a tactical battle of the Battle of Rorke's drift, of 145 English soldiers in a small outpost who defeated an attacking force of 4000 fierce Zulus, and a strategic game of the Boer War. In Rorke's Drift, each defender has his own counter, historical name, rank, and serial number, while each Zulu counter represents seven Zulus. There are five scenarios, a solitaire evacuation of the hospital, an assault on the hospital, the true historical scenario of the whole battle, a Zulu fantasy scenario, and a scenario where you can design your own perimeter. There are 400 counters for this game. The Boer War has 200 counters, and includes three scenarios, the Conventional War, the Guerrilla War, and the Entire Campaign.

Crazy Special: \$30.00

Normally: \$50.00

ROLE PLAYING

AD&D CASTLE GUIDE

TSR

Crazy Special: \$15.00

Normally: \$30.00

AD&D MODULE SPECIAL

TSR

Crazy Special: \$32.00

Normally: \$73.00

You get one of each of the following:

OAS Mad Monkey Vs Dragon Claw

DLE2 Dragon Magic

WG9 Gargoyle

LNR2 Tales of Lankhmar

CHAMPIONS MODULE SPECIAL ICE

Normally: \$76.00

Crazy Special: \$30.00

You get one of each of the following:

Mythic Masters

Invasions: Target Earth

Day of the Destroyer

Kingdom of Champions

TORG MODULE SPECIAL

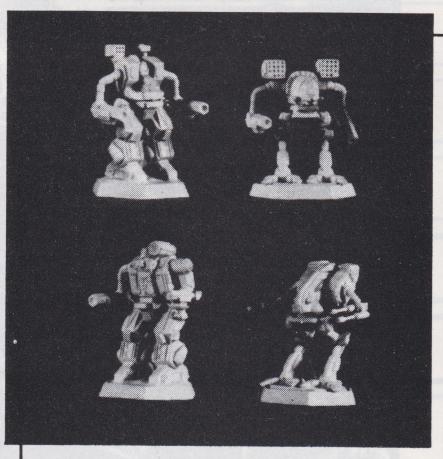
WES

Individual Prices only:

Crazy Special

Normal Price

Asyle Sourcebook	\$20.00	\$39.95
Cyberpapacy Sourcebook	\$20.00	\$39.95
Destiny Map Adventure	\$12.00	\$24.95
The Possibility Chalice	\$12.00	\$24.95
The Forever City	\$12.00	\$24.95
The Cassandra Files	\$14.00	\$26.95
The Godnet	\$15.00	\$29.95



MINIATURES

BATTLETECH CLAN SPECIAL

RP

Crazy Special: \$25.00

Normally: \$45.00

RAL10842 Clan Heavy Omni Mechs

(Contains pieces for Mad Dog, Summoner, Hellbringer, and Timber Wolf.)

* Note: stocks are unlimited. If we run out, we will back order your order and bring in more stocks.

BATTLETECH MECH GRAB PACKS RP

We've had some requests for specials on BattleTech stuff, so here you are! Please choose one of the following listed Grab Pack options, and we will supply you with that number of RAL PARTHA Mechs, chosen at random from the full range of Ral Partha mechs, AFVs, and infantry. The codes range from RAL20800 to RAL20899. You may request certain figures, but we cannot guarantee to supply them. If that figure is out, we will pick another at random.

SPECIAL	NORMALLY
Grab Pack # 1	
3 blisters	\$18.00
Grab Pack # 2	
6 blisters	\$30.00
Grab Pack # 3	
10 blisters	\$45.00
Grab Pack # 4	
20 blisters	\$80.00
	\$27.00
	\$54.00
	\$90.00
	\$180.00

Note: stocks are unlimited. If we run out, we will backorder your order and get more stocks in.

CITADEL EPIC VEHICLE SET

Crazy Special: \$14.00 Normally: \$36.00

You get:

1 packet of CI 72714 Imperial Armored Vehicles assorted

1 packet of CI 72789 Ork Armored Vehicles assorted

INDIVIDUAL PRICE LIST:

CI 72714 Imperial Vehicles available separately for \$8.00

CI 72789 Ork Vehicles available separately for \$7.00

CITADEL EPIC BOXED SETS

The following four boxed sets are all we have left of the EPIC boxed sets. We have limited stocks of the first three titles - so get your orders in quick. We have ample stocks of CIATB9.

INDIVIDUAL PRICES ONLY:

CIATB2 Ork Hordes \$25.00 (Normally \$45.00)

Has 200 ork grunts, 30 battlewagons, 40 bases.

CIATB6 Space Dwarves \$25.00 (Normally \$45.00)

Has 50 assault troops, 50 hyb bolters, 90 warriors, 10 missile launchers, 10 gunners, 10 exo, 30 bikers, 10 mortars, 10 exo bikers, 10 thudd guns, etc.

CIATB8 Chaos Hordes \$25.00 (Normally \$45.00)

Has 100 chaos marines, 50 chaos squats, 20 beasts, 10 champions, 10 trolls, 50 beastmen, 20 minotaurs, 10 discs, 30 juggernauts.

CIATB9 Elder War Host \$20.00 (Normally \$45.00)

Has 20 harlequins, 20 scorpions, 20 wraiths, 10 jet bikes, 10 warlocks, 50 guardians, 20 scouts, 20 hawks, 10 artillery crew, 10 vibro cannons, 20 exarchs, 10 banshees, 10 hvy wpns, 30 jet bikes, 20 dragons, 20 reapers, 20 avengers, 10 grav artillery, 10 standard bearers!!!

WARHAMMER 40,000 BOXED SETS

SPECIAL

Crazy Special: \$95.00 Normally: \$175.00

For this you get one each of three boxed sets, (which are also available separately for the prices listed below), being:

CIRTB10 Plastic Squats (Individual Price: \$30.00)



(Contains 30 plastic squats)

CIRTB15 Strike Force (Individual Price: \$35.00)

(Contains 15 metal & plastic space marines.)

CIRTB17 Elder Guardians (Individual Price: \$35.00)

(Contains 20 metal & plastic elder guardians.)

40K SPACE ORKS SPECIAL

2 to 5 25mm figures per blister

Crazy Special: \$24.00

Normally: \$54.00

You get:

1 packet of CI 70605 Ork Clan Boyz

1 packet of CI 70618 Ork Mad Boyz

1 packet of CI 70620 Ork Odd Boyz

CITADEL MOUNTED KNIGHTS SET

Crazy Special: \$33.00

Normally: \$66.00

You get:

1 packet of CI 74017 High Helms Cavalry (4)

1 packet of CI 74031 Imperial Generals Retinue (4)

1 packet of CI 74070 Chevalier D'Honor (4)

FANTASY MINIATURES III BOOK

Crazy Special: \$25.00

Normally: \$40.00

Okay, so this is not really a miniature, but it is a book about miniatures. It contains 64 pages of full color photos of miniatures of all Citadel periods, so is an excellent painting guide.

COMPUTER GAMES

ALIEN DRUG LORDS

PAN

This highly amusing and humorously funny game of attempting to destroy a galactic drug ring, has received extremely bad publicity due to the fact that it contains the word "DRUG" and has a picture of a syringe on the front cover! (Oh dear me!) As a result of this small minded response by U.S. critics, the game has been removed from the market! However, do not be alarmed - we at Military Simulations did not want to see such a high quality game die a quiet and unfair death - so we arranged to snatch up large stocks of the game at rock bottom prices. (We sold out of our first shipment, so we have just received additional ample stocks.) In this game you enter the weird world of Chyropia as an agent for the CIA - Celestial Investigation Agency, tasked with the mission to save the civilised galaxy of bug eyed monsters and slimy green things! A highly addictive and destructive drug has been secretly distributed to major worlds, and there is only one known antidote to it - but the single manufacturer of this antidote is using it for massive extortionist purposes. Your mission (should you decide to accept it) - infiltrate the point of drug manufacture and destroy all facilities, as well as returning with the formula for the antidote. But his won't be easy - subterfuge, intrigue, deceit, master criminals, xeno mercs, alien cults, and hordes of bug eyed monsters and creeping, crawling green things stand in your way!

AMIGA - \$20.00

Normally - \$60.00

CHAMPIONS OF KRYNNSSI

One of the best selling AD&D adventures, now on special! The game is a complex role play adventure in the world of Krynn, following a party of grizzled veterans who must save their homeland from the tyrannical Dragonlords and the legions of evil creatures following them. Features extensive dungeons and lairs and communities of Krynn. (We have unlimited stocks - if we run out, we will backorder your order and send when more arrive.)

AMIGA - \$30.00

Normally \$55.00

CURSE OF THE AZURE BONDS

SSI

The sequel to the POOL OF RADIANCE, this extremely popular AD&D role play adventure is now on special! This game offers a very large campaign set in the Forgotten Realms, featuring paladin and ranger character classes, new spells, and an array of fearsome beasties and dangerous lairs. (We have unlimited stocks - if we run out, we will backorder your order and send when more are available.)

IBM - \$30.00

AMIGA - \$30.00

DRAGONSTRIKE

SSI

Well folks, SSI's official AD&D dragon simulator is now out of print - but we have managed to snatch up stocks before it disappeared. You fly dragons in the world of Krynn, which is a fully animated, 3-D world. Learn to fly dragons and master over 20 types of missions. Progress through 3 different orders of

Solamnic Knighthood, gaining bigger and better dragons as you do so. Weapons include dragonlances, dragon fangs, dragon fire, flying citadels, etc.

IBM - \$30.00

AMIGA - \$30.00



HILLSFAR

SSI

Although this AD&D game set in the world of Forgotten Realms is actually quite old - for \$10.00, you can't go wrong! You play an individual character running around in Hillsfar the city, including pub-crawls, quests, archery tournaments, arena challenges, and mazes to explore.

C64 - \$10.00

Normally - \$46.00

POOL OF RADIANCE

SSI

Set in the Forgotten Realms, this is the most popular AD&D adventure gaming system, where you have to save a city from a horde of rampaging beasties, featuring classic AD&D character classes, monsters, and spells, sprawling cities, and terrifying dungeons. (We have unlimited stocks - if we run out, we will backorder your order and get more in.) IBM version requires hard disk or dual floppies.

IBM - \$30.00

AMIGA - \$30.00

QUESTRON II

SSI

Another old game, but for \$10.00, who's complaining? You play a hero sent back in time to exterminate six mad sorcerers responsible for creating the Great Book of Evil Magic. The game contains good graphics (for the C-64) and campaign details. Fully animated 3-D visuals include towns, dungeons, wilderness, NPCs, and monsters.

C64 - \$10.00

Normally - \$46.00

STORM ACROSS EUROPE

SSI

Well people, this great little simulation of the war in Europe, 1939 - 1945 is now out of print, but we managed to snatch up a number before it disappeared. So if you want to buy one - be quick! The game can be played with 1 to 3 players, and covers the entire European conflict, including the invasion of Poland, France, Belgium, Africa, Norway, UK, etc. Units include panzers, infantry, mechanised, planes, paratroopers, ships, subs, nukes, and technology. You can choose which areas of technology to focus on, such as armor, mechanised, planes, bombs, etc.

IBM - \$25.00

Normally - \$46.00

TYPHOON OF STEEL

SSI

For some reason, this game was never made available on the IBM until now, so although it's on special - this is the first time we have sold it! It is a tactical game of the warfare in the Pacific during World War Two. Graphics are simple, but game mechanics are complex and rewarding, as you command individual tanks, guns, and squads of infantry. Many scenarios, plus a long and involved campaign is available, as well as building your own scenarios. Includes every Japanese, English, and U.S. weapon used in the Pacific.

IBM - \$20.00

Normally - \$46.00

WARGAME CONSTRUCTION SET SSI

This is another popular title that is no longer in print - but we have grabbed a good number to sell on special. The game is quite unique in that you can create any wargame for any period, from ancient to US Civil War to science-fiction to fantasy! The game comes with pre-made scenarios, plus the ability to construct any form of terrain, any type of unit, be it either tactical or strategical. Once stocks are gone, we will never see this game again.

IBM - \$20.00

Normally - \$46.00

WAR OF THE LANCE

SSI

This is a wargame of the Dragonlance world, in which the noble forces of Whitestone face the Highlord's Dragon armies. Includes knights, elven archers, dwarven engineers, Dragonians, diplomatic interaction, strategic and tactical combat, and valiant hero quests to find artifacts.

C64 - \$12.00

Normally - \$46.00

ROLEPLAYING

ALIENS

SCI-FI Corporate space colonies face annihilation as swarms of vicious xenomorphs cut loose for some new real estate, unless the Colonial Marines can kick some serious ass! **LEA**

ALIENS ADVENTURE GAME \$45.00
194 page book detailing characters, vehicles, equipment, skills, alien bug-uglies, campaign background, combat & everything else players & DMs need to know. This is a low to moderate complexity system

CALL OF CTHULHU

HORROR Beyond the comforting realms of society lurks an ancient and terrifying conspiracy - a sinister, eldritch mythos seething with malevolent desires. An excellent RPG! **Chaosium**

CALL OF CTHULHU • 5th Edition (due soon!) \$35.00
A highly recommended atmospheric, gothic-horror RPG set in H.P. Lovecraft's 1920s Earth. A real treat for serious role-players. Completely re-typed to include a wealth of supplementary material.

Arkham Unveiled \$40.00
A guide to 1920 Arkham township and its surrounds, detailing a wealth of creepy locales and inhabitants. Includes four adventures.

At Your Door \$40.00
A 1990s campaign of six linked scenarios - in succeeding adventures, the sinister Mythos manifests itself in ways unexpected and extreme.

Blood Brothers \$40.00
13 casual adventures, each dubiously developed from old B-grade horror movies. 144 pages of fear & loathing with tongue-in-cheek.

Creatures of the Dreamlands \$30.00
Beautifully illustrated color guide to 31 strange & often deadly beasts.

Cthulhu Casebook \$45.00
Nine terrifying adventures, including reprints of 'The Asylum' & 'Curse of the Chthonians', plus additional articles for the Keeper.

Cthulhu Classics \$40.00
Features the 7-part campaign 'Shadows of Yog-Sothoth': the unleashing of sleeping Cthulhu from the corpse city of Rlyeh! Plus five other re-printed scenarios, including 'The Warren' and 'Dark Carnival'.

Cthulhu Now 2nd Ed. \$40.00
1990s sourcebook with new weapons (nukes vs. dread Cthulhu!), skill occupations, optional hit-locations, 4 scenarios, etc. Due?

Dark Designs \$40.00
Three Victorian England adventures. Complete background details on 1990s society is provided for both players and keepers. Great cover.

Fearful Passages • **TBA**
Nine adaptable adventures, each specifically designed around a '20s mode of transportation: airship, canalboat, elephant, armored car, etc.

Great Old Ones \$40.00
Six award winning 1920s scenarios based on the exploits of the Great Old Ones, ancient adversaries of civilisations through the ages. Includes a mystery involving a 1927 English lunar expedition.

Green and Pleasant Land \$22.00
An 80 page sourcebook for 1920-30 England. Includes very comprehensive background material, plus three adventures - limited stock!

Horror on the Orient Express \$60.00
A magnificent campaign that hurtles along a nightmare journey from London to Constantinople, gradually unearthing fragments from an occult device of inestimable antiquity. Over 250 pages, plus handouts.

Keeper's Kit \$35.00
Contains a 3-panel Keeper's screen, character sheets, two Miskatonic U stickers, a note-pad, a great poster, and a great 8 page adventure.

Kingsport • \$40.00
A secluded fishing village, known for its ambience by tourists & artists, hides a nightmare realm of ancient cults & blasphemous gods.

Mansions of Madness \$40.00
5 adventures, each centered on an isolated setting. Hidden from a naive society, eldritch horrors work to thwart humanity's destiny.

Masks of Nyarlathotep \$40.00
The players must discover the fate of an Egyptian expedition. A trail of horror and subterfuge leads them to New York, Cairo, Nairobi, Shanghai, and the very lair of the terrible Dark God. 160 pages.

Return to Dunwich \$40.00
Dunwich, once prosperous & thriving, is now a skeleton town where the secrets of the Mythos can be discovered by brave & enterprising investigators. Includes source material, a 17" x 22" map & 2 scenarios.

Tales of the Miskatonic Valley • **TBA**
1920s sourcebook detailing the above location. Includes adventures beneath an ancient Indian burial ground, in a circus freak show, etc.

The Stars Are Right • **TBA**
The election campaign begins for the U.S. Presidency, with sinister agents eager to promote a very New World Order. For Cthulhu Now.

Terror Australis \$40.00
Sourcebook of 1920s Australia & the ancient Aboriginal Dreamtime. With 3 adventures, new creatures, plus detailed historical material.

Terror from the Stars \$18.00
Two adventures: a search begins for a lost archaeological expedition in British Honduras - a strange golden artifact from Peru piques the interest of art thieves, and something much worse!

CHAMPIONS

SUPERHERO Daring do-gooders and butch baddies beat the crap out of each other in a struggle for world domination, or at least a little extra media exposure! **IRON CROWN**

CHAMPIONS \$50.00
A comprehensive 346 page hardcover book that uses the award winning **Hero System**. This is the best Superhero RPG on the market.

Alien Enemies \$16.00
A collection of alien oddities & other strange entities hellbent on world domination. Includes 2 new organisations & various scenarios.

Challenges for Champions \$10.00
Contains 10 scenarios, with tips on how to fine-tune them to suit specific characters. Includes guidelines on scenario generation.

Champions in 3-D \$25.00
144-page sourcebook on running extra-dimensional adventures, pitting characters against other-worldly creatures and stranger villains.

Champions of the North \$22.00 128 page Canadian sourcebook, includes data on culture, politics & geography, plus new heroes, villains, organisations & adventures!	Undead and Buried • TBA A campaign of horror & deceit set in Minnesota, for 4 to 6 characters.
Champions Presents... #1 (3 adventures) \$22.00 Supervillain organisation uses political kidnapping to pass anti-superhero legislation. No News of a Thaw - Dimensional ice demons use arctic weather to conquer the world. Menace Out of Time - A trip thru time unleashes a host of strange adversaries: Nazis, robots, war gods, goblins, ghosts & dinosaurs - fun time!	Vampires \$22.00 Details ten different types of Vampire, and explains how each should be played in Cthulhu. Includes a scenario based on Dracula. 128 pages.
Classic Enemies \$20.00 A selection of 75 villains - both independent & organisation types. 112 pages, includes the old Escape From Stronghold adventure.	Veil of Flesh • TBA Players investigate a series of very gruesome murders in Washington.
Classic Organizations \$30.00 Details major Organizations: PRIMUS, DEMON, CLOWN, Red Doom, Neutral Ground, etc. Includes a HUGE scenario slugfest. 192 pages.	Players \$22.00 A hyper-tech near-future of corporate wars, bio-engineering, cybernetics, designer drugs, manic street gangs and a neon-frenzy computer netherworld. R. Talsorian

Demons Rule \$11.00 A particularly obnoxious gang of occult punks are creating havoc in the city's filth back-streets as they fight for prestige & territory.	SCI-FI A hyper-tech near-future of corporate wars, bio-engineering, cybernetics, designer drugs, manic street gangs and a neon-frenzy computer netherworld. R. Talsorian
European Enemies \$22.00 35 new villains, including a super-powered punk band & mercenaries who dabble in magic! With adventures, organizations, etc. 96 pages.	CYBERPUNK

G.M.s Screen \$18.00 A 4-panel screen loaded with charts & tables, plus 60 color character counters, a 22x17" street grid, and a 48-page rules summary.	CYBERPUNK 2020 2nd Ed. \$25.00 Features extensive character creation mechanics, cyberweapons, net programs, bio-war/nanotech enhancements, and much more. This game has a gritty, bleak honesty. Now printed in Australia. 160 pages
Intruders from Below \$12.00 King Earthwurm, his 12 super Darklings, and a horde of Subterrans surge forth from their underworld kingdom to conquer the surface.	Chromebook \$22.00 An illustrated catalogue of cyberware, personal services, fashions, vehicles, programs, weapons, etc. 96 pages of Cyberpunk lifestyle.

Invasions: Target Earth \$13.00 Create pulp-action alien invasions, using anything from giant reptilian monsters, to ancient robots, or horrors from the ocean depths.	Compendium of Modern Firearms • \$40.00 Sourcebook covering everything from pistols & sniper rifles, to grenade launchers & night vision goggles. Illustrated with photos, this comprehensive 224 page book is usable with most RPGs!
King \$27.00 208-page campaign sourcebook detailing England, Scotland, Wales & Ireland. Loads of Pommie super-criminals, plus a dozen adventures.	Corp. Book I \$20.00 Deep profiles on two powerful conglomerates: Asaraka Security & the International Electric Corporation. 88 pages featuring products, structure, board members, security, resources, etc. plus scenarios.

King \$27.00 208-page campaign sourcebook detailing England, Scotland, Wales & Ireland. Loads of Pommie super-criminals, plus a dozen adventures.	Corp. Book II • \$20.00 A detailed sourcebook for the Lazarus Military Group, and Miltech International. Valuable hard data for campaign games.
King \$27.00 208-page campaign sourcebook detailing England, Scotland, Wales & Ireland. Loads of Pommie super-criminals, plus a dozen adventures.	Cyberpunk Data Screen \$20.00 Colour game screen featuring all the important tables & combat summaries, includes a 32 page adventure set in 2020 Melbourne.

King \$27.00 208-page campaign sourcebook detailing England, Scotland, Wales & Ireland. Loads of Pommie super-criminals, plus a dozen adventures.	King \$27.00 208-page campaign sourcebook detailing England, Scotland, Wales & Ireland. Loads of Pommie super-criminals, plus a dozen adventures.
King \$27.00 208-page campaign sourcebook detailing England, Scotland, Wales & Ireland. Loads of Pommie super-criminals, plus a dozen adventures.	Forlorn Hope • \$20.00 Eight adventures that begin in the toughest Solo bar in the Combat Zone, Night City, California. Can ya mix it with the South Am vets?

King \$27.00 208-page campaign sourcebook detailing England, Scotland, Wales & Ireland. Loads of Pommie super-criminals, plus a dozen adventures.	King \$27.00 208-page campaign sourcebook detailing England, Scotland, Wales & Ireland. Loads of Pommie super-criminals, plus a dozen adventures.
King \$27.00 208-page campaign sourcebook detailing England, Scotland, Wales & Ireland. Loads of Pommie super-criminals, plus a dozen adventures.	Hardwired \$22.00 Details New Europe, the Eurocrats paradise that veils a continent simmering with historical feuds, toxic wastes & national gangs. But the Eurostyle makes it all wodwide, almost... With 3 adventures.

King \$27.00 208-page campaign sourcebook detailing England, Scotland, Wales & Ireland. Loads of Pommie super-criminals, plus a dozen adventures.	Near Orbit \$22.00 New skills, equipment, etc. for the orbital colonies, from manufacturing & pharmaceutical factories, to the luxurious palaces of the elite.
King \$27.00 208-page campaign sourcebook detailing England, Scotland, Wales & Ireland. Loads of Pommie super-criminals, plus a dozen adventures.	Night City Sourcebook \$30.00 Huge campaign supplement featuring street-block maps packed with data on services, entertainment, gangs, businesses, etc. 184 pages.

King \$27.00 208-page campaign sourcebook detailing England, Scotland, Wales & Ireland. Loads of Pommie super-criminals, plus a dozen adventures.	Rockerboy \$22.00 Details the glittering decadence & poular impact of cult music, as well as the social influence of the powerful electronic media. 80 pages.
King \$27.00 208-page campaign sourcebook detailing England, Scotland, Wales & Ireland. Loads of Pommie super-criminals, plus a dozen adventures.	Solo of Fortune \$20.00 Sourcebook for Cyberpunk's toughest character class - the Solo. New rules, as well as data on equipment, weapons, street gangs, etc.

King \$27.00 208-page campaign sourcebook detailing England, Scotland, Wales & Ireland. Loads of Pommie super-criminals, plus a dozen adventures.	When Gravity Fails • \$22.00 Sourcebook for a dark-future Moellem ghetto in the Middle East. Includes new rules for personality chips, gender-engineering, etc.
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King \$27.00 208-page campaign sourcebook detailing England, Scotland, Wales & Ireland. Loads of Pommie super-criminals, plus a dozen adventures.	CYBERSPACE \$25.00 Tech supremacy in 2090 hasn't come cheap: over-population, global pollution, corporate politicians, urban violence, and low intensity wars have poisoned the dream of a future utopia. 208 pages.
King \$27.00 208-page campaign sourcebook detailing England, Scotland, Wales & Ireland. Loads of Pommie super-criminals, plus a dozen adventures.	BodyBank \$10.00 Character Compendium #2. A compendium of 27 illustrated personalities - from corporate high-flyers, to grim street-wise punks.



The Old Saw Mill from RETURN TO DUNWICH - CALL OF CTHULHU

Chicago Arcology

Nested in the labyrinthine heart of the decaying Midwest Sprawl is the luxurious New Edison corporate complex, surrounded by the resentful gutter districts with their street gangs & urban homeless.

Cyber Europe • (due April) \$25.00

Campaign sourcebook for the Federal State of Europe in 2090. 112 pages, featuring British colonies, Swiss Ectopian terrorists, the Vatican's elite anti-terrorists, blood-thirsty Neuhilfereigend, & more!

CyberRogues \$12.00

Character Compendium #1: 30 personal data, game stats & skill specs.

CyberSkelter \$18.00

64-page adventure with 4 interconnected multi-continent scenarios.

Death Game 2080 \$15.00

Simtech offers the user an avenue of escape from the grim life on the streets. But advances in simulation technology have begun to blur the distinction between reality & fantasy, with very deadly results.

Death Valley Free Prison \$20.00

Death Valley has become a huge maximum security penitentiary, where people escaping society are joining the outlaw settlements.

Edge-On \$12.00

Features 4 adventures that take place in the Pacific Sprawl, decaying San Francisco, an off-shore drilling platform & the Amazon Rainforest.

Sprawlgangs and Megacorps \$22.00

A detailed compendium of 20 brutal Sprawlgangs, 16 global super-power Megacorps, 5 enforcement organisations, and 7 freelance NPCs

DARK CONSPIRACY

SCI FI A decaying, polluted near-future Earth where other-worldly denizens have secretly manipulated world events in a conspiracy that has lasted since ancient times. **GDW**

DARK CONSPIRACY

\$45.00

Despite advances in technology world society has begun to fall into ruin. Pissant nightmare powers, hidden since the rise of civilization, have manifested themselves to challenge humanity's rule. 336 pages.

Darktek \$27.00

An equipment guide covering everything from gruesome biological Dark Minion weapons, to futuristic ET constructs, and the advanced mega corporate technology that pamters the elite. 104 pages.

Dark Races Sourcebook Vol. 1 \$25.00

A bestiary of over 50 Dark Minions, from ancient monstrosities that have plundered the lifeblood from legendary civilizations, to alien broods whose savagery is yet untold. Due May?

Heart of Darkness \$22.00

A mystic opal holding the mind of an ancient sorceress becomes a key to releasing a hideous race of parasites upon the world. 72 pages.

HellsGate \$22.00

A lurking, ancient horror and its malicious minions begin a campaign of sabotage and terror against the corporate space program.

Ice Daemon \$10.00

Fancy a trip thru the badlands of South Texas, during a blizzard, and with arctic wolves and sasquatches for company? No? Don't buy this...

New Orleans \$22.00

An ancient fiend and its legion of servitors is preying on the ghettos, dragging victims thru the sewers and into the swamps beyond. As the city panics, the corporations dump tons of toxic filth into the wastes.

PC Booster Kit • \$10.00

A 'Cinematic & Heroic' expansion set. Includes new skills, careers, and character options, plus an optional task system update allowing for more wildly dramatic successes & failures! But that ain't all folks.

DUNGEONS & DRAGONS

FANTASY The beginner's version of AD&D - translated into 13 languages, millions of copies this RPG have been sold worldwide. Recommended for players aged 12 and over. **TSR**

RULEBOOKS

Dungeons & Dragons Game \$50.00

Contains an excellent instructional program called the Dragon Card Learning Pack, a 64-page rulebook, a 6-panel DM's screen, dice, 48 colour character/monster counters, and an adventure map. This is specifically designed for beginners, and as such is easy to learn.

Rules Cyclopedia • \$50.00

This 304 page book replaces the Expert, Companion & Masters box sets. Details DM & Player information for character levels 4 to 36.

Wrath of the Immortals • (due Aug.) \$45.00

Describes immortal-level individuals and the outer-planar world. Also details the campaign saga, DMing for low-level dungeoners, to hyper-level dukes who rule kingdoms, etc. Features a mega-slugsfest of immortals plus the long-awaited brawl between Thiyatis & Alphatta.

ADVENTURE MODULES

BASIC - LEVELS 1 to 4

Quest for the Silver Sword \$15.00

A party of intrepid adventurers must enter the ruins of Barrick's Keep to end a vile curse that strangles the life from a tiny village nearby. Good introductory module with a colourful poster-map of the keep.

Assault on Raven's Ruin \$15.00

Just what every low-level adventurer needs to earn some cheap kudos - an unsuspecting lair full of cowering kobolds! Due May.

Thunder Rift • (due June) \$15.00

A mini-campaign setting for TSR's low-level modules. Includes a village setting, major NPCs, local adventure areas, etc. Great idea!

Sword and Shield • \$15.00

A module for one DM and one low-level fighter character, who must defeat the dread Black Knight and his fiendish minions. Due Sept.

DDA1 Arena of Thyatis \$13.00

It's the festive season in Thyatis, and for dungeon-weary adventurers it's a great time to meet the aristocracy, enjoy new feuds, and fight in the arena for a little fame! Features a new PC class called the Rake.

DDA2 Legions of Thyatis \$13.00

Political subterfuge threatens to undermine Thyatis - the PCs can win significant rewards if they survive the deadly intrigues of court.

DDA3 Eye of Tralda \$13.00

An evil Baron seeks to gain more power over his nervous neighbours. Unless a party of adventurers brave Fort Doom to steal an artifact.

DDA4 The Dymrak Dread \$13.00

Deep in Dymrak Forest resides the brutal Goblin chieftain. His ugly, severed head will bring renown, and a bounty, to novice adventurers!

EXPERT - LEVELS 4 to 14

KB Drums on Fire Mountain \$13.00

The mysterious Shipbane & pirating Orcs wreak havoc on the Sea of Dread, both led by a malign intelligence that must be destroyed.

X13 Crown of Ancient Glory \$18.00

The King is dead, his Crown is missing, and the royal heir lost at birth. Neighboring nations ready for war, while spies & traitors await their chance to add to the confusion. It's your job to solve this mess!

XL1 Guest for the Heartstone \$8.00

The Queen finds herself in deep pool, her salvation lies with the fabled Heartstone which is buried somewhere in the mountains of ice.

MASTER - LEVELS 26 to 36

M1 Into the Maelstrom \$10.00

An immortal emperor, betrayed by his authority, seeks vengeance against an ancient empire by shrouding it in a deadly fog.

M2 Vengeance of the Alphaks \$15.00

Alphaks, the despotic immortal in M1, is back. This time he's provoking two volatile nations into conducting an apocalyptic war.

M3 Twilight Calling \$15.00

Through seven gates lie seven realms. In these realms stand seven guardians with seven symbols. From these symbols comes the key...

M4 Five Coins for a Kingdom \$15.00

A city vanishes, in its place appear 5 very magical coins. To save the kingdom a mighty Wizard from a realm of sky-islands must be slain.

M5 Talons of Night \$10.00

A new age of peace threatens to spoil Alphaks' plans for a huge war, in frustration he kidnaps some diplomats and frames the players!

IMMORTAL - LEVELS 36 to bloody huge!

IM1 The Immortal Storm \$13.00

The PDs (player-demons) are pitted against the strange denizens from the multiverse in a desperate struggle to find the essence of life.

IM2 The Wrath of Olympus \$18.00

Recipe to save the world: (A) create artifact, (B) defeat host of legendary foes, and (C) rescue immortals imprisoned by Daemons.

IM3 The Best of Intentions \$13.00

Immortals are dying - the only way to solve this blatant contradiction in terms is by participating in the multi-plane Immortal Olympics!

BOXED ADVENTURE PACKS

Dragon's Den • \$40.00

An beginner's game for character levels 1 to 5. Features 3 complete dragon lairs, with poster-maps & various colour counters, etc.

Goblin's Lair • (due July) \$50.00

Three connected low-level lairs containing a wealth of goblins, orcs, bugbears & ogres. Includes lots of stand-up counters, etc. Due July.

Haunted Tower • (due Oct.) \$40.00

Three mini-tomb-adventures - lots of ghosts, mummies, zombies, skeletons & vampires - kick some undead ass! Great for beginners.

D&D CAMPAIGN GAZETTEERS

Campaign world series for use with D&D or AD&D. All titles include complete historic, economic, geographic & social information for players & DMs, as well as details on cities, townships & significant NPCs.

Dawn of the Emperors \$40.00

Details the empires of Thiyatis (a warrior nation) & Alphatta (where magic has political power). Contains a DM's Guide, 2 Player's Guides, plus aerial combat rules, new spells, and two large colour maps.

GAZ1 Grand Duchy of Karamelkos \$22.00

Includes a colour map of Karamelkos and two major city guides.

GAZ2 The Emirates of Yilarum \$18.00

Details everything from the capital desert city to lowly caravan villages.

GAZ3 The Principalties of Glantri \$20.00

A nation ruled by a puissant wizard-princess, and known for its all-consuming infatuation with the enigmatic Secret of the Radiance.

GAZ4 The Kingdom of Ierendi \$18.00

A nation comprised of 10 tropical islands. With rules for naval warfare.

GAZ6 The Dwarves of Rockhome \$20.00

Information includes history, government, economy, and geography.

GAZ7 The Northern Reaches \$22.00

Covers 3 Viking nations: Soderfjord, Vestland & Ostland. With separate Player & DM books, a double-sided map, and D&D Runic Magic.

GAZ8 The Five Shires \$20.00

Sourcebook on Halfling society. Includes a Halfling character class, halfling magic (scary!), adventures, and the dreaded Halfling pirates!

GAZ10 The Orcs of Thar \$22.00

Details on Orc culture, major personalities, settlements, etc. Includes Orc characters & spell-casters, the Orc King, plus a boardgame!

GAZ11 The Republic of Darokin \$22.00

Darokin power comes from wealth, social & political influence is tied directly to the success of commerce. With a Merchant character class.

GAZ12 The Golden Khan of Ethengar \$22.00

Vast plains peopled by fierce horse tribes, are united by a single leader. Includes a Shaman character class, with unique spell abilities.

GAZ13 Shadow Elves \$20.00

Describes the vile Dark Elf underworld realm - a violent empire that worships evil spider gods & potent magicks. Includes new spells, etc.

GAZ14 Atraghain Clans \$22.00

Under the shadow of a great plateau reside 5 distinctly different clan cultures, each born from the same ashes of an ancient warrior empire.

HOLLOW WORLD

Hollow World \$40.00

Beneath the Gazateers world resides a vast, exotic land filled with new races, & terrible empires. Includes a 128-page DM's book, a 64-page Player Guide, a 32-page Adventure Book and four 31" x 21" maps.

HWA1 Nighthrage \$20.00

Dark Elves, wearing armour that is impervious to swords or spells, threaten to conquer Hollow World. A huge adventure for levels 7-9.

HWA3 Nightstorm \$22.00

An approaching cataclysm can only be stopped by the Immortals, but these entities have vanished, and time grows short. For levels 8 to 10.

HWA1 The Milenian Scepter • (due Dec.) \$20.00

The Milenian Emperor dies suspiciously, and his heirs threaten civil war for control of his ruling scepter. For character levels 6 to 8.

HWR1 Sons of Azca \$22.00

First in a series of accessories that describes the nations of Hollow World. HWR1 covers the Kingdom of Azca & includes adventures.

HWR2 Kingdom of Nithia \$22.00

Revels an empire based on ancient Egypt. Includes details for both players & DMs, plus several adventures and large maps. Due Nov.

HWR3 The Milenian Empire • (due Sept.) \$22.00

This one looks like it's based on a Greek/Roman empire hybrid. Includes adventures based on the Wrath of the Immortals saga.

D&D GAME ACCESSORIES**DDREF1 Character Record Sheets** \$20.00

A set of new character record sheets for the revised D&D system.

AC1010 Poor Wizard's Almanac • (Nov.) \$30.00

A nifty accessory that ties together the Gazateers & Hollow World with The Wrath of the Immortals. Includes world events, major NPCs, etc.

PC1 Tall Tales of the Wee Folk \$22.00

Complete PC information on fairy creatures & other woodland races. Details legends, cultures, attitudes, adventures & woodland magic.

PC2 Top Ballista \$22.00

Allows aerial creatures to be used as new character races. Includes a Serrana guide, the Gnome Flying City, plus rules for airborne combat.

PC3 The Sea People \$20.00

Uses intelligent sea-dwelling critters as alternative player-characters. Includes extensive information on the Gazateers ocean-floor world.

PC4 Night Howlers • (due Oct.) \$22.00

Sourcebook for lycanthrope player-characters, detailing abilities, etc. Includes the background for a revolt by Glantr's werewolf kingdom.

ADVANCED DUNGEONS & DRAGONS**FANTASY** Creates a world of high fantasy wherein the epic adventures of a group of treasure-hunters propels them into deep wilderness, vast dungeons and fabulous cities. **TSR****CORE RULES****Player's Handbook** 2nd Ed.

\$40.00

Rules for everything from character creation & non-weapon proficiencies, to combat resolution & treasure types, plus complete spell descriptions & schools of magic. 256 pgs.

Dungeon Master's Guide 2nd Ed.

\$40.00

This 192 pg instruction manual explains every necessary detail (and some that aren't) for successful campaign play, from encounters & weather, to poisons & encumbrance. Competently written & indexed.

MC1 Monstrous Compendium Vol. 1 \$40.00

A large binder featuring 144 pages of classic AD&D beasts. Each entry is illustrated & described in detail. Colour dividers are provided.



Callipygous virago looking like fantasy cheesecake
This picture actually comes from GURPS Magic Items II

MC2	Monstrous Compendium Vol.2	\$30.00
144 pages of extra monsters, with an index, plus more dividers.		
MC8	Creatures of the Outer Planes	\$27.00
Features an array of powerful daemons, devils & other strange critters		
MC14	Fiend Folio Compendium	\$22.00
Beasties from the old Fiend Folio book, plus some new stuff. Due May		
Tome of Magic 2nd Ed.		\$40.00
A 160 page hardback detailing a huge array of new spells, magical devices, schools of magic, plus new Magic User & Cleric sub-classes.		
Legends and Lore 2nd Ed.		\$40.00
This 192 page sourcebook of fantasy pantheons features more details on avatars, Clerical powers and temples, plus updated immortals.		
Magic Encyclopedia Vol. 1		\$22.00
A collection of magic items that have appeared in modules and magazines over the years. Includes 'gold-piece' sale values. Due Aug.		

CORE ACCESSORIES

REF1	DM's Screen 2nd Ed.	\$18.00
A 6-panel screen that contains all the important combat & encounter tables. An ideal prop behind which a devious DM can conceal maps & cheat like hell with dice rolls! Includes a 16 pg adventure (levels 5-8).		
REF2	Character Record Sheets	\$20.00
25 2nd Ed. character sheets, 13 spell logs plus a 4 page PC generator.		
PHBR1	Complete Fighter Manual	\$30.00
Extensive 124 page accessory for players & DMs with notes on character creation and RPG personalities. Includes 14 'Warrior Kits' (PC sub-classes), plus new combat rules, skills, weapons and equipment.		
PHBR2	Complete Thief Manual	\$30.00
128 page book that expands on Thief characters & urban encounters. Features new Thief tools & skills, 18 Thief Kits (PC sub-classes), plus detailed essays on Guilds, the art of deception & Thief campaigns.		
PHBR3	Complete Priest Handbook	\$30.00
Includes a comprehensive DM's section designing fantasy pantheons. Also features 10 Priest Kits (PC sub-classes), RPG guidelines on the role of Clerics, plus new weapons & combat skills. 128 pages.		
PHBR4	Complete Wizard Handbook	\$30.00
Features a guide for creating new schools of magic, 10 Wizard Kits (PC sub-classes), role-playing notes, combat procedures for Wizards, unusual casting conditions, advanced magic use, new spells, etc.		
PHBR5	Complete Psionic Handbook	\$30.00
Details the Psionic character class. Includes psionic combat rules, clairvoyance, Psychokinesis, Psychometabolism, Psychoporation, Telepathy, Metapositions, campaign play & mind monsters! 128 pages.		
PHBR6	Complete Dwarven Handbook	\$30.00
This 128 page sourcebook includes information on Dwarven magic, culture, abilities, politics, clans, & more. Features roleplaying tips, etc.		
PHBR7	Complete Bard Handbook	\$30.00
Adds tremendous depth to Bard characters - new magic abilities, extra skills, new tricks, etc. More details later. 128 pages.		
PHBR8	Complete Elves Handbook	\$30.00
Detailed analysis of Elven culture, politics, magic, etc. Due Jan. '93		
CR1	Wizard Spell Cards	\$40.00
Features a pocket-sized card for every spell in the Core Rulebooks, these can be used to represent PC spells 'memorised' in a game!		
CR2	Priest Spell Cards	• (due May) \$50.00
Same as above, but for Priest spells, obviously. With over 400 cards.		
DMGR1	Campaign Sourcebook	\$33.00
A damn good DM's primer: highly recommended as a beginner's companion to the DMG, but a few of the articles are a bit pretentious.		
DMGR2	The Castle Guide	\$30.00
Includes guides to the lore of Knights, castle construction & maintenance, plus expanded rules for sieges & tournaments. 128 pages.		
DMGR3	Arms & Equipment Guide	\$30.00
Comprehensive catalogue of weapons, armour and equipment for the Medieval period. Includes item cost & application, plus illustrations.		
DMGR4	Monster Mythology	• (due May) \$30.00
Explores the murky world of witch doctors, shamans, monstrous paragons, and the clerical magic of non-human creatures. 128 pages.		

DARK SUN

DARK SUN		\$45.00
Introduces the dark fantasy campaign of Athas, a bleak realm unlike any other TSR world. Features 3 new PC races, 3 new PC classes, an adventure, plus a short story. Requires <i>Psionics Handbook</i> to play!		
Dragon Kings • (due June)		\$45.00
New rules allowing super-level (30) characters to challenge the sorcer-kings, and others of their ilk, for control of the world! 160 pages.		
MC12	Dark Sun Monsters	\$25.00
A collection of desert beasts, most of whom possess psionics.		
DS1	Freedom	\$27.00
During a revolt Gladiators become the leaders of a small outlaw band, but their escape is compromised by a hunger for revenge.		
DS1	Slave Tribes	\$27.00
Beyond the city-states, hidden in the vast wastelands of Athas, tribes of ex-slaves roam poisoned deserts, plundering caravans and defying the savage rule of the sorcer-kings. Source material with adventures.		
DSR2	Dune Trader	• (due May) \$22.00
Describes the influential, wealthy merchants and the disreputable, cunning traders who ply their wares around the wastes of Athas.		
DSR3	Velled Alliance	\$22.00
Describes the extensive Athas magic-user secret societies, driven into clandestine networks by the tyrannical sorcer-kings. Due Oct.		
DSR4	Valley of Dust & Fire	• (due Dec.) \$22.00
Reveals the most puissant, and elusive, dragon ever created in AD&D. Includes details of its magical stronghold, extensive knowledge, etc.		
DS91	Road to Urik	\$25.00
A massive army of slaves and mercenaries marches across the barren wastes, intent on conquering a neighboring city-state. Due April.		
DS92	Arcane Shadows	\$25.00
The outlawed magicians begin their violent struggle against the jealous sorcer-kings. Another flip-book format module. Due Aug.		
DS93	Astician Gambit	\$25.00
Tyr's ignoble nobility, vile templars, and vicious assassins wage war to gain the throne of a fallen sorcer-king. More details later, due Nov.		
Novels:	Prism Pentad - 3 titles	\$11.00 each
(1) <i>Verdant Passage</i> (2) <i>Crimson Legion</i> (3) <i>Amber Enchantress</i> - Oct		

FORGOTTEN REALMS CAMPAIGN

BOXED SETS

The Forgotten Realms		\$35.00
Contains a Cyclopedia of the Realms (people, places & objects of interest - 96 pages.), and a DM's Sourcebook of the Realms (campaign guide with two adventures - 96 pages.), plus four 21"x32" maps.		



Forgotten Realms: City System		\$40.00
Waterdeep: revealed in all its splendor - a city of wealth & adventure. Richly detailed with twelve 21"x32" maps and a 32 page guidebook.		
Horde		\$45.00
Nomad warriors, once a fierce collection of feuding clans, have become a massive army poised to invade Kara-Tur, and perhaps conquer the known world! Includes 20+ page books & four maps.		
The Ruins of Undermountain		\$45.00
The guttrot beneath Waterdeep conceals a vast honeycomb of chill caverns, lightless tunnels, and dank warrens. This is the biggest bloody dungeon I have ever seen, encompassing four 21"x32" maps!		
Martica		\$45.00
Explore the frontier beyond the Shining Sea - a new world of Aztec & Mayan-like cultures presided over by brutal, bloodthirsty gods. Contains complete DM's & players information, plus four large maps.		
Menzoberranzan • (due Oct.)		\$70.00
Details the underground Drow capital, including the major houses and their matrons. With 224 pages of text, & 6 colour poster-sized maps.		

CAMPAIGN ACCESSORIES

These products are references for a particular region in the Forgotten Realms. They include details on cultures, personalities, geography, hazards, economics and settlements - colour maps are provided.		
MC3	Forgotten Realms Monsters	\$20.00
A catalogue of loathsome encounter-fodder spawned in the Forgotten Realms. '64 pages chock-full of new monsters' says the back blurb.		
MC11	FR Monstrous Appendix	\$22.00
Another bunch of new critters from the Forgotten Realms.		
FR2	Moonshae	\$18.00
Atop the vast, seething cauldron that is the Trackless Sea are a brace of wintry isles populated by hardy Celts and fierce wildlander beasts.		
FR7	Hall of Heroes	\$25.00
Complete histories & statistics for the major characters in the Forgotten Realms novels. Includes magic & non-human source material.		
FR8	Cities of Mystery	\$30.00
This boxed set can be used to create generic settlements. Contains 12 street maps and thirty-three 25mm card-stock buildings.		
FR9	The Bloodstone Lands	\$20.00
Details the wild barbaric kingdoms of Vaasa & Damara - proud nations that were hacked from frozen rock & forged in the blood.		
FR10	Old Empires	\$22.00
The ancient desert lands renowned for their god-kings & pharaohs, strange magicks, long buried tombs & arcane temples - hearty fare!		
FR11	Dwarves Deep	\$20.00
A comprehensive sourcebook on Dwarves in the Forgotten Realms. Includes essays on natural abilities, culture, magic-use, clans, etc.		
FR13	Anauroch	\$20.00
A complete overview of the great desert of Anauroch - including material on the ancient empires who despise the mammish nations.		
FR14	Great Glacier	\$22.00
Created by a massive onslaught of magic, the glacier region is home to a hardy race of nomads & strange creatures. 96 pages. Due Sept.		
FOR1	Draconimicon	\$32.00
128 page Draconic reference. Includes psychology, magicks, treasures, trap tricks, etc. Features Dragon roleplay info and mind adventures.		
FOR2	The Drow of Underdark	\$30.00
128 page sourcebook that reveals everything known about the menacing Drow Elves in the Realms - magic, weapons, culture, gods, etc.		
FOR3	Pirates of the Fallen Star	\$35.00
128 page sourcebook of rogues, buccaneers & pirates. More data later		
Forgotten Realms Atlas		\$35.00
Contains a plethora of maps - from continents and cities, to ancient lairs, castles & temples. 178 pages. Includes references to the novels.		

ADVENTURE MODULES

FA2	Nightmare Keep	\$22.00
Deep within the forest's tangled boughs stands an ancient fortification. Once an abode for brave warriors, its walls now stand silent.		
FMA1	Fires of Zatal	\$22.00
A god of war must be subdued, and the only way to complete this ominous task is to completely destroy an active volcano. For Martica.		

FMA2	Endless Armies	\$15.00
An abandoned jungle city conceals a secret that threatens all Maztica, and this mysterious door remains guarded by an army of giant ants.		
FMG1	City of Gold	\$22.00
Like flies to pooh, a lost cliff-city rumored to be wallowing in gold draws forth gullible adventurers intent on plunder! For Maztica.		
FRG1	Haunted Halls of Eveningstar	\$16.00
A beginner's module that explores the Realms north of Cormyr - a desolate region renowned for its ghosts. Due June.		
FRG2	Horde of Dragonspear • (due Nov.)	\$16.00
Wretched Orr tribes & their loathsome brethren wage war against the civilized townships. High-level characters get to kick their slimy asses!		
FRC2	Curse of the Azure Bonds	\$22.00
One morning the PCs wake to discover a blue tattoo covering one arm. A mystery of huge, dangerous proportions then begins. 96 pgs.		
FRE1	Shadowdale	\$15.00
Reduced to mere (powerful) mortals, the Realm's very Gods seek their salvation in a quest for the Tablets of Fate. Nature itself revolts at these epochal events, and only the great wizard Elminster can help.		
FRE2	Tantras	\$15.00
The quest for the first Tablet of Fate begins, but Elminster's death, preternatural hazards and treachery await those who participate.		
FRE3	Waterdeep	\$15.00
The discovery of the final Tablet of Fate will save the Realms from a fallen deity's wrath. But other menacing entities also seek the artifact.		

NOVELS

The Moonshae Trilogy - 3 titles: \$10.00 each		
(1) Darkwalker on Moonshae (2) Black Wizards (3) Darkwell		
Finder's Stone Trilogy - 3 titles: \$10.00 each		
(1) Azure Bonds (2) The Wyvern's Spur (3) Song of the Saurials		
Icewind Dale Trilogy - 3 titles: \$10.00 each		
(1) The Crystal Shard (2) Streams of Silver (3) The Halfling's Gem		
Avatar Trilogy - 3 titles: \$11.00 each		
(1) Shadowdale (2) Tantras (3) Waterdeep		
The Dark Elf Trilogy - 3 titles: \$11.00 each		
(1) Homeland (2) Exile (3) Sojourn		
Maztica Trilogy - 3 titles: \$11.00 each		
(1) Ironhelm (2) Viperhand (3) Feathered Dragon		
Empires Trilogy - 3 titles: \$11.00 each		
(1) Horselords (2) Dragonwall (3) Crusade		
The Harpers Series - 5 independent novels: \$11.00 each		
• The Parched Sea • Elfishadow • Red Magic		
• The Night Parade - due June • The Ring of Winter - due Nov.		
Miscellaneous Books - 3 titles: \$11.00 each		
(1) Pool of Radiance (2) Spellfire (3) Pools of Darkness		
The Drudhorne Trilogy - 2 titles: \$11.00 each		
(1) Prophet of Moonshae (2) The Coral Kingdom - due Aug.		
The Cleric Quintet - 3 titles: \$11.00 each		
(1) Canticle (2) In Sylvan Shadows (3) Night Masks - due Aug.		

DRAGONLANCE CAMPAIGN

An epic campaign of war & adventure set in the land of Krynn. This series builds upon the exploits of the players, as they create the deeds & valor of a small band of heroes, ending in a climactic confrontation that will decide the fate of an entire continent.		
Tales of the Lance • (due July)		\$45.00
Introductory package for DMs & players starting a campaign in Krynn - includes heaps of background (160 pages), plus maps & data cards.		
DLG1	Knight's Sword • (due Aug.)	\$16.00
Introductory adventure for Tales of the Lance - based on the training & tests of a young Knight of Solamnia and his/her compatriots.		
DLG2	Flint's Axe • (due Oct.)	\$16.00
Introductory adventure for Tales of the Lance: join the search for Flint Forge's legendary lost battleaxe, a weapon exalted in song & story.		
DLG1	Dragonlance Classics Vol. 1	\$32.00
Returning from years in the wilderness, a band of adventurers find that war has consumed the northern lands. Refugees from the terrible conflict tell of a vast horde destroying all before it, and the return of evil Dragons to the world. Reprints the DL1/2/3/4 modules - 128 pgs		
DL7	Dragons of Light	\$13.00
Journal to Ergoth Island, the tragic Elven refuge, and to the last of the Solamnic Knight's outposts, resting place for Huma's Tomb.		
DL8	Dragons of War	\$13.00
Defeat is inevitable if the Draconians take Palanthus. The only defense is the High Cleric's Tower guarded by bickering Solamnic Knights.		
DL9	Dragons of Deceit	\$16.00
Within the Dragon Highlord's poisoned realm the last of the Good Dragons have been imprisoned, and slowly killed, by the Dark Queen.		
DL10	Dragons of Dreams	\$13.00
Silvanon, the ancient Elven homeland once fabled for its beauty, has become a nightmare realm, forcing the populace to flee in terror!		
DL12	Dragons of Faith	\$22.00
Trapped behind enemy territory, the PCs evade the Highlord's armies whilst trying to locate a person crucial to the Dark Queen's defeat!		
DL13	Dragons of Truth	\$18.00
The titanic confrontation between the evil Dragon Empire and Whitestone's force. But ultimate victory rests with a small band of heroes who must infiltrate the Dark Queen's inner Temple to slay her! (cont.)		
DL14	Dragons of Triumph	\$22.00
With Krynn's fate in the balance, our heroes face their ultimate test as they battle the Queen of Darkness! Features six different endings.		
DL16	The World of Krynn	\$20.00
Four very diverse adventures, each of which brings into prominence a previously unexplored region of Krynn. Can be used in other worlds.		
DLA1	Dragon Dawn	\$20.00
Set in the continent of Taladas - the Good Dragons of this land are being stalked by a killer. Old World heroes must come to the rescue.		
DLA2	Dragon Knight	\$20.00
The heroes must infiltrate a brotherhood of bountiful hunters, discover the master of these vile dragon-killers & then beat the crap out of him.		
DLA3	Dragon's Rest	\$20.00
The lucky players must resolve a war between fierce Minotaur clans - to do this they must hunt down and destroy the loathsome enemies of the Minotaurs! What the hell this has got to do with DLA1 & 2?		
DLR1	Otherside	\$22.00
Details the 'lost' lands of Krynn: Watermere: home of the Dargonest sea elves; Silesia: jungle island dominated by mysterious mountains; Chorane		

ROLEPLAYING GAMES

DLR3	Unsung Heroes	\$20.00
64 page guide to a whole host of Dragonlance personalities, both good and evil. Includes characters from all the novels. Due Jan '93		
DLS1	New Beginnings	\$15.00
Includes a step-by-step character creation outline for beginners, tips on equipment & good roleplaying, plus an adventure set in Taladas.		
DLS2	Tre Lards	\$15.00
Describes Krynn's Elf population - specifically detailing the culture and politics of the Silvanesti High Elves. Includes an adventure.		
DLS3	Oak Lards	\$13.00
Played get a rare insight into the elusive Queninest Elves when they are asked to rescue The Speaker of Sun from a fierce Goblin horde.		
DLS4	Wild Elves	\$20.00
The Wild Elves of Krynn, AKA the Kagonesti, are pitted in an endless struggle against fell adversaries. With adventures & source material.		
MC4	Dragonlance Monsters	\$35.00
Includes another D-Ring binder for storing Vols. #4-7. 4 dividers and 96 pages of creature information from the Dragonlance campaign.		

Dragonlance Adventures

128 page sourcebook featuring details on the Krynn pantheon, plus stats 'n' facts on the unique races & creatures that populate the land. Also includes the history of Ansalon, as well as a detailed appraisal of the Knights of Solamnia and the Wizards of High Sorcery. Great value!

Time of the Dragon

Taladas, twin continent to Ansalon, was devastated in ancient times by an meteor & transformed. Populated by gladiatorial minotaurs, wild elves, fireminions, etc. With 4 maps & two sourcebooks.

Atlas of the Dragonlance World

\$35.00

A comprehensive compendium of nations, cities, places of interest, and major landmarks. This book reveals all the important locales.

NOVELS

Dragonlance Chronicles

3 titles: \$11.00 each

(1) Dragons of Autumn Twilight (2) Dragons of Winter Night

(3) Dragons of Spring Dawning

Dragonlance Legends

3 titles: \$11.00 each

(1) Time of the Twins (2) War of the Twins (3) Test of the Twins

Dragonlance Tales

3 titles: \$10.00 each

(1) The Magic of Krynn (2) Kenders, Gully Dwarves and Gnomes

(3) Love and War

Dragonlance Tales II

3 titles: \$11.00 each

(1) The Reign of Istar (2) The Cataclysm - due July

(3) The War of the Lance - due Nov.

Dragonlance Saga Heroes

3 titles: \$10.00 each

(1) The Legend of Huma (2) Stormblade (3) Weasel's Luck

Dragonlance Saga Heroes II

3 titles: \$11.00 each

(1) Kaz the Minotaur (2) The Gates of Thorbardin

(3) Galen Begnath

Dragonlance Saga Preludes

3 titles: \$10.00 each

(1) Darkness & Light (2) Kendermore (3) Brothers Majere

Dragonlance Saga Preludes II

3 titles: \$11.00 each

(1) Riverwind the Plainsman (2) Flint the King

(3) Tanis - the Shadow Years

The Elven Nations Trilogy

3 titles: \$11.00 each

(1) Firstborn (2) The Kinslayer Wars (3) The Qualinesti - due Nov.

Meetings Sextet - 6 titles: \$11.00 each

(1) Kindred Spirits (2) Wanderlust (3) Title unknown - sorry!

(4) The Oath and the Measure - due May

(5) Steel and Stone - due Sept. (6) The Companions - due Jan. '93



Tincalli - Forgotten Realms beastie - AD&D

GREYHAWK CAMPAIGN

World of Greyhawk

\$35.00

This box contains an 80 page Guide book, a 48 page Glossography (good word guys), and two 21"x32" colour maps. Still very good!

Greyhawk Adventures

\$35.00

128 page companion to the World set. This glorious tome includes strange geography, adventure ideas, the Greyhawk pantheon & its Clerics, new monsters & major NPCs, plus extra spells & magic items.

City of Greyhawk

\$40.00

One of the best fantasy cities made! This set includes a 96 page guide to Greyhawk's capital, a 96 page catalogue of the populace, four great 21"x32" colour maps, and 23 adventure/scenario cards. Great!

From the Ashes (due Nov.)

\$45.00

Boxed supplement exploring Greyhawk after the wars - political boundaries, alliances, forces, etc. With 2 maps & two 96 page books.

Greyhawk Wars

see page 12 for details. \$45.00

MC5 Greyhawk Monsters

\$20.00

64 pages of beasts from the Greyhawk (& Flend Folio) campaign.

T1-4 Temple of Elemental Evil

\$35.00

Here we have a mega-dungeon of such grandiose proportions, such monstrous dimensions, that it is guaranteed to take 1st level characters up to the dizzy heights of 8th level! This is real ROLL-playing.

WG8 Fate of Istar

\$25.00

A plague has struck Greyhawk, and it's up to the characters to travel the length & breadth of the land seeking both an explanation & cure.

WG9 Gargoyle

\$13.00

Two gargoyles have their wings stolen! They employ a group of equally surprised adventurers to help them recover these vital attachments.

WG10 Child's Play

\$13.00

Designed for beginners - call it an AD&D primer if you like. But don't be fooled by the title, ignorant characters make dand fine fertilizer!

WG11 Puppets

\$13.00

Investigating a series of strange burglaries plaguing the city of Dyvers leads the players to a forest where resides an evil leprechaun.

WG12 Vale of the Mage

\$20.00

The Vale is shrouded in mystery, many believe it to harbor legendary powers, and now vile monsters are emerging from its sinister depths.

WG13 Falcon's Revenge

\$20.00

A plot to revive an ancient, evil cult is discovered. But the temple's location remains a mystery. A maze of clues, scattered throughout the City of Greyhawk, will provide hints for its location, and destruction.

WG14 Falconmaster

\$18.00

Something evil lurks in the Greyhawk City, and before this bright can be eliminated it must first be discovered! For levels 5 to 7. Like WG1 & WG13, this module contains several 25mm cutout buildings.

WG15 Five Shall Be One

\$20.00

When the five Blades of Corusk are united a great northern god will rise up to lead the barbarians. The players possess one of the blades, a wizard has another, together they must quest for the remaining 3.

WG16 Howl from the North

\$20.00

The Blades of Corusk must be returned to the forges of a northern city ruin, despite some aggravated attention from an ice barbarian horde!

WG17 Patriots of Ullek

\$16.00

Novice adventurers join a motley army of soldiers, militia & mercenaries as they protect their homelands from an invading orc horde.

WG18 Treasures of Greyhawk

\$22.00

A 96 page anthology of mini-adventures featuring numerous lairs & crypts offering wealth unknown, and dangers unforeseen. Due July.

WG19 Rary the Traitor

\$20.00

The magnificent City of Greyhawk is impaled by vengeful wizards.

SPELLJAMMER

"AD&D in space?" we thought. "What a crock of kobold droppings!" We were wrong. Firstly it links all the disparate campaigns into one universe, and secondly it's an ideal break from the normal hack 'n slash.

SPELLJAMMER

\$40.00

Wildspace - a turbulent, multi-hued ocean speckled with a multitude of worlds. Only merchants, pirates and explorers dare to venture into the void. Includes two books (both 96 pages) and four 21"x32" maps.

Legend of Spelljammer

\$45.00

A box set providing a plethora of facts & trivia concerning the greatest ever space vessel - 'Spelljammer'. Includes deck plans and adventures.

War Captain's Companion

(due April)

\$50.00

Rules for massed tactical vessel combat in space. Includes lots of cardboard fold-up spelljamming ships, plus maps. More details later.

CGR1 Complete Spacefarer's Handbook

\$30.00

Features more of those role-play (spacefarer) 'kits', plus new equipment, spells, magic items, etc. More details later - due Nov.

MC7 Spelljammer Monsters

\$20.00

Strange critters from the void, designed for Spelljammer. 64 pages.

MC9 Spelljammer Monstrous Appendix

\$22.00

New monsters from the savage realms of Wildspace, and beyond.

SJA1 Wildspace

\$20.00

The kingdom is free of marauding monsters, despotic dragons & evil enchanters - the heroes responsible for this utopia are VERY bored! Until an anchor falls on the town square, its chain leading skyward...

SJA2 Skull & Crossbones

\$20.00

A collection of short adventures: skeletal whales with undead pirates, lich driven ships filled with alien parasites, sinister asteroids, etc.

SJA3 Crystal Spheres

\$20.00

Crystal spheres enclose entire solar systems - this module provides campaign & travel details on several such alien planetary harbors.

SJA4 Under the Dark Fist

\$22.00

The Dark Sphere - a realm where evil gods have totally crushed the forces of good. This empire now prepares to taint other universes.

SJR1 Lost Ships

\$22.00

A collection of weird adventures based on abandoned ships, partly destroyed rigs, vessels built by long-dead races, and enigmas. Plus rules for new monsters, unique spells, and 20 Spelljammer craft.

SJR2 Realmspace

\$22.00

Details the solar system of the Forgotten Realms world. Includes Schune, the beholder planet, Elmister's Hideout, and more. 96 pages.

SJR3 DM's Reference Screen

\$22.00

Standard DM Screen fare, with a nice cover picture & vessel counters.

SJR4 Practical Planetary

\$20.00

Contains a wealth of campaign material on the creation & habitation of Crystal Spheres, all with new worlds and strange alien cultures.

SJR5 Rock of Bral

\$22.00

Describes in great detail a large asteroid colony wherein adventures, and other assorted rogues, like to have a jolly good time! Due Aug.

SJR6 Greyspace

\$22.00

Links the popular campaign settings of Spelljammer with Earth (that's the World of Greyhawk kids), this could be fun. Due Dec.

SJS1 Goblin's Return

\$20.00

A millennia ago Goblins ruled the Crystal Spheres. Now with the aid of ogres & a magical entity the struggle for Wildspace begins anew!

SJS2 Heart of the Enemy

\$22.00

Sequel to Goblin's Return: the Elven Armada, severely battered, cannot aid the players as they shadow the sinister Scro fleet.

Novels: Cloakmaster Cycle

4 titles \$11.00 each

(1) Beyond the Moons (2) Into the Void

(3) The Maelstrom's Eye - due May (4) The Radiant Dragon - due Nov.

LANKHMAR

Lankhmar - City of Adventure

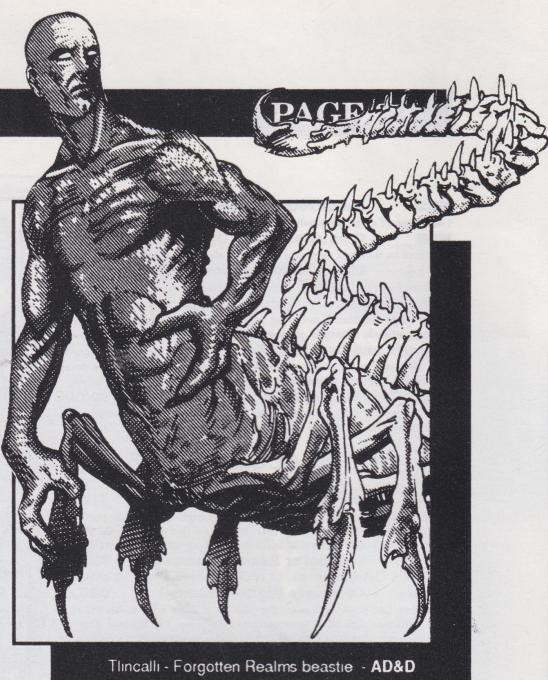
\$27.00

City abode to thieves, and home for Faefed & the Gray Mouser. This 96 page book describes the metropolis - its residents, businesses, guilds & factions. Includes maps, adventures, and the local pantheon.

LN1 Thieves of Lankhmar

\$22.00

A definitive sourcebook of the Lankhmar thieves' Guild - includes operations, principal officers, members, history, hidden agendas, etc.



Tincalli - Forgotten Realms beastie - AD&D

LNA2 Nehwon

\$22.00

An unscrupulous sorcerer needs gullible cannon-fodder, etc. he means heroic fighter-types, to represent him in a grueling quest-contest that occurs only once every 140 years.

LNA3 Prince of Lankhmar

\$22.00

A mission to escort the Prince of Lankhmar from his school in Ithmar meets with disaster when he is kidnapped and held for ransom.

LNR1 Wonders of Lankhmar

\$20.00

47 one-to-two page mini-adventures that can be used in any urban environment, Lankhmar or otherwise. Includes new spells & monsters

LNR2 Tales of Lankhmar

\$20.00

A compendium of 7 adventures - from the aerooms of the Silver El, to Lankhmar's maze of sewers, and lightless alleys. For levels 3 to 10.

LNQ1 Slayers of Lankhmar

\$20.00

Describes in detail the Slayers' Guild, an organisation of mercenaries whose secret machinations would make any thief blush! Due Nov.

RAVENLOFT

\$45.00

A hybrid cocktail of fantasy and classic horror, designed to create a more gloomy, nightmarish campaign of sophisticated, lurking evil. This box set has a 128 page book, two maps and 24 adventure cards.

MC10 Ravenloft Monsters

\$22.00

Reveals a whole host of foul creatures from the fantasy-horror genre - with an emphasis on strange & powerful undead never seen before.

ForbIDDEN Lore

\$50.00

Provides an insight into the world of the Vistani: the gypsies, rogues, ruffians & fortune tellers whose prophecies & curses enrich Ravenloft. With five 32 page booklets, 52 illustrated cards & a map.

RA1 Feast of Goblins

\$22.00

A horde of strange Goblins invade a Vampire's demesne - in return for some magic items the PCs are asked to dispose of the little buggers.

RA2 Ship of Horror

\$22.00

A ghostship of undead horrors glides silently thru the night in search of the living to impound, until death makes them suitable as crew.

RA3 Touch of Death

\$13.00

Gypsies are using an ancient sarcophagus as a sideshow attraction for their countryside tour. But the mummy within has other plans.

RR1 Darklords

\$22.00

This 96 page accessory describes 14 powerful Dark Lords, describing their appearance, background, domain, abilities, and powers.

RR2 Book of Crypts

\$22.00

96 pages of musty mausoleums; irresistible to thieves intent on plunder, but also forbidden

AD&D MODULES

HHQ1	Fighter's Challenge	\$15.00
A lone fighter excepts a dangerous quest to a remote, mysterious village. This beginner's module is designed for a DM & a single player.		
HHQ2	Wizard's Challenge	\$16.00
A lone wizard tests his/her wits and magical prowess against the unseen ghost king. Beginner's module for 1 player & a DM. Due July.		
LC1	Gateway to Raven's Bluff	\$22.00
Details the harbour city of Raven's Bluff (from Forgotten Realms). With floorplans, NPCs, an adventure, plus a fantastic 21"x32" colour map.		
LC2	Inside Raven's Bluff	\$20.00
Provides further information for players and (mainly) DMs - includes the Forgotten Realm's largest traveling circus, NPCs, floorplans, etc.		
LC3	Nightwatch in the Living City	\$15.00
A great low-level module where the characters join the city watch, and experience an array of incidents, some amusing, others quite violent.		
LC4	Port of Raven's Bluff	\$20.00
This Living City accessory details the Raven's Bluff wharf area, including personalities, creatures, ships, businesses, and adventures.		
REF3	The Book of Lairs	\$27.00
61 mini-adventures, each 1-to-2 pages long. Every scenario is adaptable to almost any situation, and most feature a unique situation.		
REF4	The Book of Lairs II	\$27.00
65 mini-adventures, each arranged by terrain type. Ready-to-play encounters for all levels, some lasting several nights if skilfully DMed.		

GENERAL ACCESSORIES

Castles	\$50.00	
Details a major castle from the Dragonlance, Forgotten Realms and Greyhawk worlds. Each is fully described in three 48 page books. Features Battlesystem rules and a mess of 25mm cardboard cutouts.		
GR1	Strongholds	\$35.00
Contains lots of 25mm colour cardboard fold-up buildings - those from FRB, WGA2, WGA3, and the Castles box set, with street layouts!		
GR2	Dungeons of Mystery	\$45.00
A healthy collection of 25mm cardstock dungeon floorplans, including corridors, stairways, rooms, etc. More details later, due Sept.		
GR3	Treasure Maps • (due Dec.)	\$27.00
Features 32 quality, colour maps, with both a DM's and players' versions. A brief scenario suggestion is provided for each. Great ideal.		
HR1	Vikings	\$30.00
Campaign accessory designed to give players & DMs all the necessary background material for Norse adventures. Includes genre magick.		
HR2	Charlemagne's Paladins Campaign	\$30.00
Combines the heroic period of Europe's Holy Roman Empire with contemporary folklore and fairy tales. Sounds entertaining - due July.		
HR3 (due Nov.)	Celts Campaign Sourcebook	\$30.00
Details the barbarian celtic tribes who brought Rome to its knees. Includes information on the druids, the wild hunt, tribal warfare, etc.		
REF6	Rogues' Gallery • (due Jan. '93)	\$27.00
An intriguing collection of unique NPCs, representing an array of fantasy personalities, both banal and sublime. 96 loose leaf pages.		

G.U.R.P.S.

GENERIC An elegant system, with supplements for every type of RPG genre that can be linked to the basic mechanics without the need to learn a new set of rules. **STEVE JACKSON**

GURPS BASIC RULEBOOK 3rd Ed	\$45.00
256 pages - contains all necessary mechanics, including magic, advanced combat, psionics, character creation, record sheets, etc.	
Aliens Space Accessory - 128 pages, 28 alien cultures	\$35.00
Camelot Fantasy Campaign Module - 128 pages	\$35.00
China Fantasy, historic & modern campaign setting	\$40.00
Chaos in Kansas Horror module	\$12.00
Cyberpunk Space (near-future) Campaign, 128 pages	\$40.00
Fantasy The World of Yrth - 144 page campaign	\$40.00
Fantasy Adventures •	TBA
Fantasy Bestiary Over 250 creatures, plants, etc.	\$35.00
Fantasy Folk 25 races, 128 pages	\$40.00
GURPS Bestiary 2nd Ed. generic supplement	TBA
GURPS Ultra-Tech Space Accessory, 128 pages	\$35.00
GURPS Magic Fantasy Accessory . 112 pages	\$35.00
GURPS Magic Items Fantasy Accessory, 128 pages	\$35.00
GURPS Mage Items II • Same as above!	\$40.00
GURPS Psionics General Accessory, 128 pages.	\$35.00
Horror RPG 2nd Ed. Generic campaign, 128 pages	\$35.00
Illuminati • Crazy contemporary campaign - wow!	\$35.00
Imperial Rome • Historic campaign	TBA
International Super Teams Supers Module	\$40.00
Japan Fuedal Fantasy Campaign Setting, 112 pages	\$35.00
Martial Arts Generic Supplement, 112 pgs, 38 styles	\$35.00
Old Stone Fort Horror module	\$12.00
Riverworld Fantasy/Space world setting	\$30.00
Robin Hood • Fantasy Campaign	TBA
Scarlet Pimpernel • Swashbucklers historic module	\$35.00
School of Hard Knocks Supers Module - 32 pgs	\$15.00
Space RPG 128 page campaign/rules system - great!	\$35.00
Space Adventures •	\$40.00
Space Atlas 2 Space Accessory - 64 pages, 25 worlds	\$20.00
Space Bestiary Accessory - 112 pages, 333 beasts	\$35.00
Special Ops Modern military Campaign, 128 pages	\$34.00
Stardemon Space Adventure Module, 32 pages	\$13.00
Super RPG 2nd Ed.	\$40.00
Super Scum Supers Accessory, 64 pages, 30 villains	\$19.00
Supertemps Supers Campaign, 64 pages	\$18.00
Time Travel • Generic Campaign	\$40.00
Tredroy Fantasy Campaign Module, city guide, 64 pgs	\$16.00
Uplift Space Campaign Supplement, 128 pages	\$35.00
Vikings Fantasy & historic Campaign World	\$35.00
Witch World Fantasy Campaign World, 128 pages	\$35.00
Zombietown U.S.A. Horror module	\$12.00

HEROES UNLIMITED

SUPERHERO This popular moderate-complexity product has been around for quite some time. The *Teenage Mutant Ninja Turtles* RPG was based on this system. **Palladium**

HEROES UNLIMITED	\$45.00
248 page softcover with chapters on creating characters, skills, combat, aliens, bionics, experiments, hardware, vehicles, magic, mutants, physical training, psionics, robotics, special training, determining special abilities, equipment, weapons, character sheets, etc. and more!	
Villains Unlimited (Galore) •	TBA
Sourcebook featuring over 50 villains, secret organisations, new super-powers, plus adventures. Due?	

HERO SYSTEM

FANTASY Features over 11 character races, 26 character classes, 13 colleges of magic, many strange beasts, and nice cover artwork. A comprehensive, but not complex. **Iron Crown**

Hero System	\$30.00
The first universal (generic) RPG system to be produced. This 220 page book includes character generation and adventuring sections.	
Cyber Hero • (due soon?)	\$35.00
Campaign sourcebook detailing cybergear, special combat rules, cyber-space nets, and gritty street background material - 208 pages.	
Fantasy Hero	\$35.00
A 256 page book containing all the necessary mechanics needed to play, including adventures. The publishers recommend that the <i>Shadow World</i> series be used as a setting for serious campaign play.	
Fantasy Hero Companion	\$22.00
A 144 pg book that features a mass combat system, various building floor plans, 76 new critters, magic items, and 13 extra spell colleges.	
Fantasy Hero Companion II	\$35.00
160 page supplement containing new spell colleges, monsters, magic items, locations, adventures, naval combat, jousting, GM advice, etc.	
Ninja Hero	\$25.00
Martial-arts sourcebook for Hero System. Features an array of oriental combat styles, special weapons, armor & adventures. 176 pages.	
Western Hero	\$35.00
208 page sourcebook that includes historic & fictional background, character development, personalities, equipment, and an adventure.	

MARVEL SUPERHEROES

SUPERHERO All you Marvel role-players will have to write in, or ring us up, for our free listing of these products - I do apologize for the inconvenience guys, but this catalogue was a little rushed!

MECHWARRIOR

SCI-FI Powerful stellar empires fight a savage galactic war for water resources & the technology of the ancients. **FASA** For further titles see *BATTLETECH* on page 11.

MECHWARRIOR 2nd Ed.	\$35.00
Provides complete, updated rules for roleplaying Clan or Inner Sphere characters. Includes PC generation, personal combat, equipment lists, additional history, and colour illustrations of character archetypes.	
Bloodright •	\$15.00
Join a manhunt that embraces a multitude of star systems, and defines the meaning of honor with glory. Features Clan characters.	
4th Succession War - Military Atlas Vol. II	\$15.00
Contains information on the major battles from 3029 to 3030, each illustrated with colour maps. Includes unit descriptions. 128 pages.	
House Davion - The Federated Suns	\$30.00
The most powerful Inner Sphere Successor State. Details Davion's history, leaders, wars, government, economy & culture. 210 pages.	
House Kurita - The Draconis Combine	\$30.00
Set on conquering the Inner Sphere, Kurita is the most feared House. Their society is founded upon respect for the warrior ethic. 192 pages.	
House Liao - The Capellan Confederation	\$30.00
Wily, treacherous & formidable - Liao is deemed to be a future threat to Sphere stability, but no one considers it a problem... yet! 160 pages.	
House Steiner - The Lyran Commonwealth	\$30.00
Economically the strongest House, but led by the weakest military hierarchy. 176 pages, including uniforms, rank insignia, crests, etc.	
Jade Falcon Sourcebook • (due May?)	\$30.00
Describes the history, culture, and military organisation of the Jade Falcons. Details the Inner Sphere invasion forces, am-nd new 'Mechs.	
Mercenary's Handbook	\$25.00
Back in print again - this sourcebook details the infamous regiments that fought for profit, and honor, in the numerous House conflicts.	
Wolf Clan Sourcebook	\$30.00
Reveals the history, culture, military capabilities, internal hierarchy, tactics, personalities & unique 'Mechs of one of the premier Clans.	
Unbound	\$16.00
On Solaris VII the players are hired to investigate a mysterious stable called Deadly Sins, which is fielding 'Mechs of unknown origin.	

MEGATRAVELLER

SCL-FI The vast Imperium has collapsed into chaos: rebellion, military treachery, criminal profiteering & plundering aliens are but a fraction of the turmoil that exists. **GDW**

MEGATRAVELLER

Box set containing the Referee's Manual, the Player's manual, an Imperial Encyclopedia, a colour map of the Spinward Marches & a dice.

C.O.A.C.C. Close Orbit & Airspace Control Command

An aircraft (not spacecraft) sourcebook that includes craft design, operations, tech level evolution, combat rules and a campaign. 96 pgs

Claimjumping •

Set in the desolate Diaspora sector, and building on developments in *Hard Times*, the players get involved with pirates. Due soon?

Diaspora • (96 pages - due ?)

Fighting Ships of the Shattered Imperium

220

A compendium of 58 vessels from the Imperial Navy. Includes stats for Battleships, Cruisers, Escorts & Auxiliaries. 96 pages.

Hard Times - the future of the empire • (due ?)

\$25.00

Adventures in the post-rebellion period. Imperial space is strewn with the wreckage of war, governments & the military have gutted themselves in vicious conflict. The whole galaxy lies smoldering. Includes special post-war industries, plus unique implements & NPCs. 96 pgs.

Imperial Encyclopedia

\$22.00

Presents all the facts concerning the Imperial Wars, stellar history, the nobility, library data, equipment lists & starship travel. 96 pages

Knightfall

\$22.00

A trade expedition is captured by rebels, while escaping they meet a Knight who has discovered a fabled lost city of technological wonders!

Onnemus Guest •

An epic quest for a mineral-rich asteroid belt leads the players from one end of the shattered Imperium to the other. 104 pages. Due?

Player's Manual

\$22.00

Has the usual stuff: character creation & classes (18 career types), 159 skills, combat resolution, damage rules, and psionics. 104 pages

Rebellion Sourcebook

\$22.00

Explains the origins & consequences of the rebellion, the fate of the Imperial Fleet & details on the 13 factions that currently exist. Complete historical notes are included, plus maps. 96 pages

Rebel's Tales

\$22.00

Further information on the rebellion that voraciously consumes the Imperium world by world. Includes five desperate adventures.

Referee's Companion

\$22.00

Features essays on the 4 major alien races, rules for large scale combat, the Imperial (& alien) calendar, plus information on robots, tech research, mega-corporations, communications, & more! 96 pages

Referee's Manual

\$22.00

Contains a generator for star systems/worlds, plus rules for encounters, trade & commerce, craft design, starship combat, etc. 104 pages

Solomani & Asian - The Rimworld Races

\$27.00

Details the Solomani (57th century humans) masters of genetic engineering & Asian (a warrior race whose honor is not understood). Due?

Starship Operator's Manual

\$20.00

An analysis of how a starship works - the hardware, mechanics, crew duties & software functions. Plus Expert Advice & deckplans. 66 pgs

Star Viking - Planetfall • (due Aug ?)

\$60.00

Traveller - The New Era • (due Dec. ?)

\$60.00

101 Vehicles

\$18.00

The title adequately describes the contents. Each entry includes an illustration - comprehensive military, civilian & alien coverage.

Vilani & Vargr - The Coward Races

\$27.00

Information on physiology, psychology, society, culture, technology, history & roleplaying tips! With home-region maps & rules. 104 pages

World Builder's Handbook

\$25.00

Includes world survey procedures & a survey/sensor equipment list, plus rules for creating environments & exotic alien cultures. 96 pages



Aslan and Solomani
MEGATRAVELLER



Gaurithoth - MIDDLE EARTH

MIDDLE EARTH

FANTASY J.R. Tolkien's magical world of *The Lord of the Rings* is brought to vivid life with this moderate complexity, but well crafted system. Good for beginners. Iron Crown

Lord of the Rings Adventure Game \$35.00

A complete role-playing package designed specifically for beginners! Features a storytelling-style adventure that teaches concepts as the game unfolds. With 10 maps, 6 character fold-outs, & dice. Due Nov.

Adventure #1 Dawn Comes Early • due soon? \$20.00

The barrow of a centuries-dead prince becomes the final resting-place for unsuspecting travellers who enter its cold interior. Links-up with the box set. Contains maps & floorplans. For novice DMs & players.

Adventure #2 Darker Than the Darkness • \$20.00

Concludes the adventure started in the box set - a motley crew of bandits have been terrorising the inhabitants of the Trollshaws. Includes an encounter with Elrond. Great novice material. Due soon?

Adventure #3 Bad Men full 'o Thievery • TBA**MIDDLE EARTH 2nd Ed.** \$25.00

The original, more complex box set containing a comprehensive 128 page rulebook, a moderately useful map booklet, an excellent 32 page introduction to role-playing, plus 56 color cardboard characters.

SUPPLEMENTS

Angus McBride's Characters of Middle Earth \$22.00

A 64 page glossy book highlighting Angus McBride's superb artwork for Middle Earth. Indispensable product for connoisseurs of fine art.

Guide Book to Middle Earth \$16.00

Contains campaign material such as climate, languages & geography plus a 24"x36" colour map of Middle Earth that includes trade routes.

MERP Adventure Guidebook II \$22.00

Sourcebook for Endor & surrounding lands. Includes a colour map, Elvish dictionary plus a glossary of people, cultures, places, etc.

MERP Combat Screen 2nd Ed. \$12.00

Contains combat tables, maneuver rules, and charts for other such strenuous pursuits - all on an 11"x34" cardstock screen.

Middle Earth Map: Folded \$10.00

A beautiful 24"x36" colour map of Middle Earth and the Wild Lands.

VARIANT CAMPAIGNS

Robin Hood \$25.00

Alternate campaign sourcebook on 11th century English settings - the Forest of Dean on the Welsh Marshes & Sherwood Forest. With medieval skills & professions, plus bandit/guerrilla information. 160 pages

Vikings \$18.00

Comprehensive 112 page sourcebook for Norse campaigns. Includes folklore, magic, monsters, kings & gods, plus much more besides.

Pirates \$25.00

Creates the boisterous world of 17th century pirates & buccaneers. From the rowdy ports of the West Indies, to the savage coasts of Africa - adventure & wealth await all who sail under the Jolly Roger. 160 pages

Mythic Egypt \$27.00

160 page sourcebook set in an era of mighty God-Kings & Sorcerors - enter the desert wilderness where Djinn & Sphinxes wander; search for the treasures of the Royal Dead, but beware the undead guardians

FORTRESSES OF MIDDLE EARTH

Calanhad: A Beacon of Gondor \$18.00

Located in the northern foothills of the Ered Nimrais - this is one of Minas Tirith's 7 Beacon Towers. With floorplan & room descriptions.

Halls of the Elven-King \$10.00

Features the Thranduil Wood Elves' underground city in Mirkwood. Features detailed layouts, perspective illustrations, and floorplans.

Weathertop: Tower of the Wind \$10.00

Details a huge tower-fortress caught in the vicious struggle between Arnor's bickering successor kingdoms. Includes extensive floorplans.

SOURCEBOOKS

Creatures of Middle Earth \$18.00

Gaming information on all manner of critters that inhabit the lands of Middle Earth - from noble Elven horses to fierce Balrogs.

Lords of Middle Earth I: The Immortals \$20.00

Comprehensive 112 page campaign sourcebook detailing the Elves, Valar, Maiar & the Great Enemies. Includes racial history, notes on new powers, profiles of major personalities, etc.

Lords of Middle Earth II: Mannish Races \$20.00

A wealth of data on the Kings of Arnor, Gondor & Numenor, plus Aragorn, Boromir, the Witch King of Angmar, Eowyn & the Ring Wraiths.

Lords of Middle Earth III \$20.00

Details the races that the other books in this series neglected - the gentle Hobbits, dour Dwarves, patient Ents, crude Orcs, and formidable Trolls. 112 pages of comprehensive background material.

Minas Ithil \$35.00

112 page guide to the Gondorian capital. Details history, politics, and institutions. Includes layouts of important structures & adventure sites, backgrounds for major NPCs, 3 adventures, and 2 colour maps.

Minas Tirith \$30.00

A 160 page hardback city supplement that includes a large double-sided colour map, 40 pages of floorplans & layouts, plus extensive notes on history, personalities, institutions, culture, and adventures.

Nazgul's Citadel \$25.00

By the Yellow Mountains south of Harad, looming above ancient city ruins, stands the forbidding, sinister citadel of the fifth Nazgul. Includes over 40 pages of floorplans, plus 3 adventures. 121 pages.

Treasures of Middle-Earth \$25.00

Features weapons, armor, apparel, jewelry, gems, art, musical instruments, rings & tools. Further articles detail the history of important artifacts, describing the techniques & materials used in their creation.

CAMPAIGN MODULES

Dunland and the Southern Misty Mountains \$20.00

Dunland is a nation of independent warrior Clans. The mountains are a hazardous realm known to shelter Giants and Dragons!

Empire of the Witch King \$25.00

Angmar: the bleak realm of the Witch King. Here dark priests & Orcs prowl the landscape while Dragons & Trolls feast upon the unwary.

Ents of Fangorn \$20.00

Here dwell the Ents, an ancient race of noble beings who guard Fangorn, last remnant of the Great Forest, against axe and fire.

Far Harad - the Scorched Land \$20.00

Details the imposing desert city of Bozitha-Bar and the fierce nomad warrior tribes whose life is far removed from the city's comforts.

Ghost Warriors \$15.00

Spirits roam by night, slaying travelers to swell their ranks. The key to their defeat lies beyond the Riddle Caves, a mysterious entrance to the labyrinth that twists through the guttroc of the Misty Mountains.

Gorgoroth \$30.00

Evil stirs in the Mountains of Shadow. Torchlight glares from within once-abandoned citadels & smoke unfurls from Orodruin's summit.

Greater Harad \$20.00

The Seven Cities is a cosmopolitan oasis where commerce is the law. But agents of a Ringwraith plots its downfall for their evil master.

Grey Mountains (due soon?) \$35.00

A 144 page campaign supplement for the formidable, brooding expanse of the Gray Mountains, includes details of the Dwarven mines, Orc Warrens & Dragon caves, plus Fordwraith & the chill Withered Heath.

Havens of Gondor - Land of Belfalas \$20.00

Sail with the Corsairs of Umbar as they battle Dol Amroth's fleet. Or explore the Elven haven of Edhellond & the famous Sea Ward Tower.

Iserngrad and Northern Gondor \$20.00

Home to the warrior clans of the Dunlendings, Druedain & Calenardhrons, and site of the citadel known as the Tower of Orthanc.

Lorien and the Halls of the Elven Smiths \$20.00

Eregion - the grand Elven kingdom: a fabled land of spires, manors & ruins. Includes information on the powerful rings, and Elven history.

Lost Realm of Cardolan \$20.00

Cardolan is a brutal realm of mercenary bands torn by constant war, and where resides the evil Witch King who plots dark conquests.

Mount Gundabad \$18.00

From the grim halls of the Goblin city to the mysterious Underdeeps, Gundabad is a veritable warren for cruel Orc hordes, & much worse!

Rangers of the North \$20.00

Artheddain: kingdom of the faithful Rangers of fallen Numenor, these secretive and well-traveled warriors protect the eastern borders.

Riders of Rohan \$20.00

The Rohirrim are a proud race whose cavalry skills are without peer.

These renown warriors despise the Dark Lord, and mistrust all magic.

Sea Lords of Gondor - Pelargir & Lebennin \$20.00

Ruthless privaters and corsairs prowl the Bay of Belfalas in their ships, avoiding the Royal Fleet whilst preying on unwary merchants.

Shadow in the South \$20.00

The Nazgul called Storm King rules this domain of wild shores, dark woods, rugged mountains, and savage hordes of humanoid tribes.

ADVENTURE MODULES

Assassins of Dol Amroth \$10.00

Avenger: a Knight of great renown, survive the dangers of a deserted manor house, and lead a brave assault into an eerie stronghold.

Brigands of Mirkwood \$12.00

Strayhold is a dark caravan of rogues, vagabonds & rare merchandise. The labyrinthine streets cloak all manner of surprises, and danger!

Dark Mage of Rhudaur \$12.00

A kingdom in decline, where Orcs siege Beacon Towers, barbarians plunder trade routes & the ancient Yelwood Shadow prowls the night.

Denizens of the Dark Wood \$10.00

Deep within brooding Mirkwood can be found tribes of Orcs, Trolls,

Giant Spiders, and a sinister Necromancer who requires living blood.

Erech and the Paths of the Dead \$12.00

Daen Coents swore allegiance to Gondor upon the Stone of Erech, here the Dead Army will gather to right their ancient Oath-breaking.

Forest of Tears \$12.00

Secretive Hobbit worshippers are being troubled by a cannibalistic spirit, and a Tavari was seduced by Sauron's dark promises of power.

Ghosts of the Southern Anduin \$10.00

On foggy nights a ghost haunts the Anduin river. Inland, a mysterious blight has fallen upon the trees and crops, withering everything.

Haunted Ruins of the Dunlendings \$10.00

Search for merchant-slaying thugs. A temple ruin harbors riches, and a deadly apparition! Rescue a Lady's son from Dunmish warriors.

Hazards of the Harad Wood \$12.00

Visit the superstitious rural folk living near the Vale of Tears, or

search the hush beauty of the Suza Sumar for ancient menaces.

Mouths of the Entwash

Hideous Mewlips stalk all who dare to enter the fetid interior of their swamp domain. All manner of vile monstrosity infests this brutal land

(The) Necromancer's Lieutenant \$11.00

Southern Mirkwood - protect a merchant's caravan, steal a Necromancer's treasure, harass an Orc army, & aid the Elves against evil.

Peril on the Sea of Rhun \$10.00

Face assassins, the Cult of the Long Night, and Sauron's dark minions. The Sea of Rhun is a place of dark secrets and evil forces.

Phantom of the Northern Marches \$10.00

A terrified village is menaced by one seeking revenge. At night the very moors tremble with the steps of something large & voracious. Within the smoldering ruins of a townhall a Firedrake awaits all challengers.

Pirates of Pelargir \$12.00

Dare to sail against the murderous pirates of the Red Cliff Search for the enigmatic Laughing Raiders. Storm a stronghold to rescue slaves.

Raiders of Cardolan \$10.00

Now is the time to enter Black Wood and stop the rebellion within, then plan the downfall of sea raiders before they return for plunder.

Rivendell - House of Elrond \$10.00

The hidden vale of Imladris - wondrous home of Elrond, haven for the last Kings of Arnor, and a meeting place for the famed White Council.

River Running The Dark Lord Turns East • \$25.00

Six linked adventures detailing the Dark Lord's campaign against Dorwinion, Land of Maidens, famed for its magnificent wines, but now blighted by supernatural diseases, fell beasts & a dread Necromancer.

Rogues of the Borderlands \$12.00

Snow-capped peaks and deep forests whose shadows hide fell beasts, surround isolated hamlets & farms where only the fearless dare dwell.

Shelob's Lair \$12.00

An adventure that features Minas Ithil, the tower of Cirith Ungol, the caves of Kra-Burzum, Lushgar & Torech Ungol, plus Shelob's lair.

Thieves of Tharbad \$10.00

Explore a port whose grandeur cannot fully disguise the decay and disrepair that festers behind the mean facades of its lesser streets.

Warlords of the Desert \$12.00

The bustling port city of Dar is known for its wealthy traders, rogues from Far Harad or beyond, and the skulking agents of the Nazgul.

Woses of the Black Wood \$10.00

Try to stop the night terror that haunts Bor Leath. Meet the herb miscreants who is protected from Black Wood's dangers by the animals she befriends. Or search the extensive grottos of the Woses for treasure.



Carradar - Middle Earth

PALLADIUM

FANTASY Obviously based on the AD&D system, but with less game mechanics - ideal for those who like pulp fantasy lack the motivation to read a plethora of rulebooks! **Palladium**

THE PALLADIUM RPG \$45.00

274 page rulebook containing 20 character classes, equipment & skill lists, psionics, 290 spells, a campaign world, and a bestiary.

Book II: Old Ones \$35.00

Describes the kingdom of Timiro with details on 8 cities, 25 towns, 22 forts & various adventures. 210 pages plus 2 new character classes.

Book III: Adventure on the High Seas \$30.00

208 pages: new skills, 8 character classes, character sheets, magic items, curses, Faerie foods, herbs, ships, islands, and adventures.

Adventures in the Northern Wilderness \$22.00

A 96 page guide to the rugged Northern Wilderness, with 6 adventures.

Monsters & Animals \$35.00

Details 89 monsters & 192 animals, with world guide. 166 pages.

Further Adventures**in the Northern Wilderness** \$16.00

4 adventures with full background material on locations. 48 pages

The Island on the Edge of the World TBA

An adventure-sourcebook that takes place beyond the mountains of the Old Kingdom. Introduces crystal magic, and a mega-villain! Due ?

PARANOIA

SCI-FI A darkly humorous RPG about a crazed computer government, clones, bloody-minded bureaucracy, secret societies, mutants, psychotic robots & much more! **WEST END**

PARANOIA RPG	\$40.00
A 134 page softcover book that features everything that you've ever needed to know about killing characters... and maybe giving the players a fun & light-hearted adventure. Includes an adventure.	
Alice Through the Mirrorshades	\$22.00
Vulture Warriors watch horrified as they are volunteered to go back in time to execute those responsible for the great Computer crash.	
Alpha Complexities	\$18.00
The usual stuff - an incredibly frightening battle: a desperate battle against invisible Communists; loads of defective R&D equipment; a host of severely disturbed 'bots; and a trashy sci-fi mega-villain!	
Clones in Space	\$20.00
Eager Troubleshooters can enjoy the exciting, gut-squashing, effects of lift-off. Survivors get a handy lesson in weightlessness, & a lucky few learn about the curious effects of hard vacuum. So much fun!	
Crash Course Manual	\$30.00
Anarchy reigns: the Computer is dead! And now the vengeful clones rise up against their oppressors and secret societies take control.	
Death, Lies and Vildtape	\$22.00
With the Computer fritzed, all of the Secret Societies become entangled in a war for supremacy, with the Characters in the middle.	
(The) D.O.A. Sector Traveloque	\$30.00
Alpha Complex's vacation capital - stroll the corridors by the light of surveillance cameras, or enjoy a friendly firefight with smiling guards.	
Don't Take Your Laser to Town	\$18.00
From a time when clones were clones, and 'bots were 'bots, and player characters were cowering under buildings. Beware of evil Black Bot!	
Form Pack	\$18.00
Includes The Equipment Request Forms, The Equipment Complaint Forms, The Form Request Forms, and a bizarre mini-adventure.	
Gamma-Lot	\$22.00
Pulp fantasy in LOT Sector - merry olde England meets not-so-merry Alpha Sector Troubleshooters. Features Randy the Wonder Lizard!	
(The) Iceman Returneth	\$18.00
A freeze-dried High Programmer from the past is accidentally thawed - only stupid Troubleshooters would ever get involved with treason of this magnitude. So naturally all players will jump at the chance!	
Mad Mechs	\$22.00
The troubleshooters travel to Down Under Outdoors where they must seize a former comrade mutant traitor from the infamous Mad Mechs.	
More Songs About Food Vats	\$18.00
Chases, comedy, & more explosions than you can shake a neurowhip at. Includes handouts & props to make the players feel important.	
Paranoia Sourcebook *	\$40.00
144 page campaign softcover, revealing everything you need to know about Alpha Complex, without being branded a traitor. Due soon?	
People's Glorious Revolutionary Adventure	\$20.00
The Communist Controlled Complex Population (CCCP) toils selflessly under the benevolent rule of Big Red One, Tovarich Computer. The players finally get to be Communists and TRASH Alpha Complex!	
(The) R&D Catalogue	\$35.00
Includes an adventure, plus a huge list of confusing gadgets and weapons that self-destruct or maim everyone when they are used.	
The Computer Always Shoots Twice	\$20.00
2nd edition reprint of Send in the Clones & Orbusters - Characters can experience the thrill of being turned into shugs! 96 pgs	
Vulture Warriors of Dimension X	\$30.00
Mindless mayhem in exotic locales throughout time. How many clone replacements does it take to get to a leaky nuclear reactor's center?	

PENDRAGON

FANTASY King Arthur's court - chivalry, courage, and skill are the means by which a Knight can defeat peril or treachery, and perhaps join the fabled Round Table! **Chaosium**

PENDRAGON 3rd Ed.	\$45.00
A 208 page book dealing with character generation, family history, glory & ambitions, game mechanics, ideals & passions, wealth, chivalric duties, NPCs & creatures, various scenarios, and more!	
Blood & Lust *	\$45.00
Provides background material for a number of European kingdoms, and 4 linked adventures, including a grueling, ambiguous confrontation with the witch queen Morgan. 128 pages.	
Boy King	\$40.00
As the power of Rome dwindles, England is torn apart by feuding lords and plundering foreign tribes. A fabulous sword is drawn from stone by a youth, who is thus destined to rule this shattered realm.	
Castle of Bones *	TBA
Adventures in the unseen world, the distorted, paranormal realm of Faerie - home of virtuous knights, and a temptation for the wicked.	
(The) Grey Knight	\$10.00
Death's Champion challenges Arthur's right to rule. Sir Gawaine will duel for his king's honor, but Merlin prophesies Gawaine's death unless one of the 13 ancient Treasures of Britain can be discovered.	
Honor & Glory *	TBA
Various scenarios set in the Age of Adventures, a time when devout knights ride the breadth of Arthur's domain to confront lawlessness.	
Knights Adventurous	\$40.00
Expands the parameters of character Knights, plus details concerning sieges, raids, women, Christianity, Paganism & medieval adventures.	
Pagan Shores *	TBA
Details the Emerald Isle, realm of King Anguish and his brazen raiders, Arthur and his loyal knights, convinced of their own prowess and righteousness, prepare to cross the Irish Sea in search of loot.	
Perilous Forest *	TBA
A rich and powerful kingdom in wild North England has established a variant Round Table with which to contest Arthur's rule. Due mid '92.	
Savage Mountains	\$45.00
Features 4 adventures exploring the wild mountains of Wales, and pitting an alliance of Welsh lords against Arthur and his valiant knights. Includes extensive campaign details on the region. 128 pages.	
Tournament of Dreams	\$10.00
Two adventures of knightly virtue & chivalrous combat - Tournament of Dreams plus The Circle of Gold.	

* These products are out of print, and our stocks are low!

RIFTS

SCIENCE & SORCERY Earth has been transformed - super science rule the nations of the future, but awesome magicks & supernatural creatures threaten a new dark age. **Palladium**

RIFTS

A superbly illustrated 256 page book that features 26 PC classes, 8 PC Attributes, alignments, weapon skills, espionage, psionics, a world history, magic, artifacts, vehicles, robots, cybernetics, bionics, etc.

Mutants in Orbit *

A hybrid adventure that combines RIFTS with Teenage Mutant Ninja Turtles, based in the After The Bomb series. Due ?

RIFTS Sourcebook

More information on the Coalition, Robots, villains, weapons, equipment & monsters - such as the Splurgorth Raider & Vampires. **RIFTS Sourcebook 2 - The Mechanoids** * **TBA** A.R.C.H.I.E.'s back, and he's found some new friends: the Mechanoids

RIFTS Conversion Book

Enables characters from any other Palladium RPG (ie: TMNT, Robotech, Heroes Unlimited, etc) to be used in the RIFTS universe.

World Book 1: Vampire Kingdoms

Details the most gruesome of all the known kingdoms. Includes information on Vampire characters, Techno-wizard devices, travelling freak shows, the Yucatan Peninsula, ley lines, nexus points, etc.

World Book 2: Atlantis * (Due ?)

Domain of the multi-dimensional slaves - the Splurgorth rule a magical realm of supernatural, and other-dimensional creatures.

ROBOTECH

SCI-FI Faithful recreation of the Robotech-Macross universe: from the destruction of SDF-1/2, to the launching of SDF-3. Mankind faces a war against an alien army. **Palladium**

ROBOTECH

Includes character creation & classes, skill lists, combat mechanics, a complete Mecha/Destroid inventory, data on weapons, etc. 110 pages.

Ghost Ship

Rebel Zentraedi and bandits plunder the ring of debris orbiting the Earth, the RDF dispatches its Space Patrol to dig them out. 48 pages.

Lancer's Rockers

A decade after the invasion, Humanity's best unit, the Rock's Knights, are decimated. With new PC classes & weapons, plus 7 adventures.

RDF Manual

With optional rules, new R.D.F. weapons/vehicles, a global summary of events, character sheets, plus a military & resource atlas. 48 pages.

RDF Accelerated Training Program

Features new skills & abilities, NPC generators, and briefs on strategy plus a selection of mecha & vessels. 56 pages, with training missions

REF Field Guide

Includes the mecha, ships, vehicles, bases, equipment, uniforms, etc of the REF. Inorganics, Invid, Robotech Masters & Zentraedi.

Southern Cross

Material from the animation series: with character education & skills, plus extensive notes on armies, weapons & equipment. 112 pages.

The Invid Invasion

112 page sourcebook on Invid & human equipment, with background details as seen in the TV series. With combat rules & scarce weapons.

The Return of the Masters

88 page Sourcebook for the Indochina quadrant, the G-95 satellite factory, and the R.D.F. Moon Bases. With adventures & mutants.

The Sentinels

New PC REF classes, Sentinel aliens & combat rules. Plus data for Destroids, Cyclone bikes, Vertitech fighters & spacecraft! Plus details on Invid history, Mecha, Inorganics & Hives. 3 adventures - 160 pgs.

The Zentraedi

Giants cloned solely for the purposes of war - the Zentraedi are an uncompromising creation. 48 pages of history, mecha, ships and PCs.

ROLEMASTER

FANTASY A very detailed RPG that stands on its own for quality, but is compatible with the Middle Earth supplements. See SHADOW WORLD for campaign material. **Iron Crown**

ROLEMASTER 2nd Ed.

Boxed set containing Character Law & Campaign Law, Spell Law and Arms Law & Claw Law. The mechanics offer realism and depth.

Arms Law & Claw Law

Contents include 30 Weapon Attack and 10 Critical Strike tables, 12 Animal & Martial Arts Attack Tables, and a variety of optional rules.

Character Law & Campaign Law

A complete character development system that includes campaign and gamemaster guidelines. Can be used with any Fantasy RPG!

Creatures & Treasures

Provides descriptions and game stats for over 500 animals, races & monsters. With tables for the generation treasures or encounters.

Creatures & Treasures II

A compendium of monsters & artifacts. 112 pages with a plethora of evil creatures and mighty treasures, plus some great illustrations.

Dark Space

Rolemaster-Space Master campaign detailing a cross-genre universe. Magic & technology coexist while alien monstrosities plot the downfall of humanity. Includes new professions & spells/psion lists, 20 worlds & cultures, scenarios, creatures, equipment, softtech, etc. 160 pages.

Elemental Companion

New spell lists, variant professions, and elemental creatures. Plus details on the elemental planes, and the history of elemental magic.

Heroes & Rogues

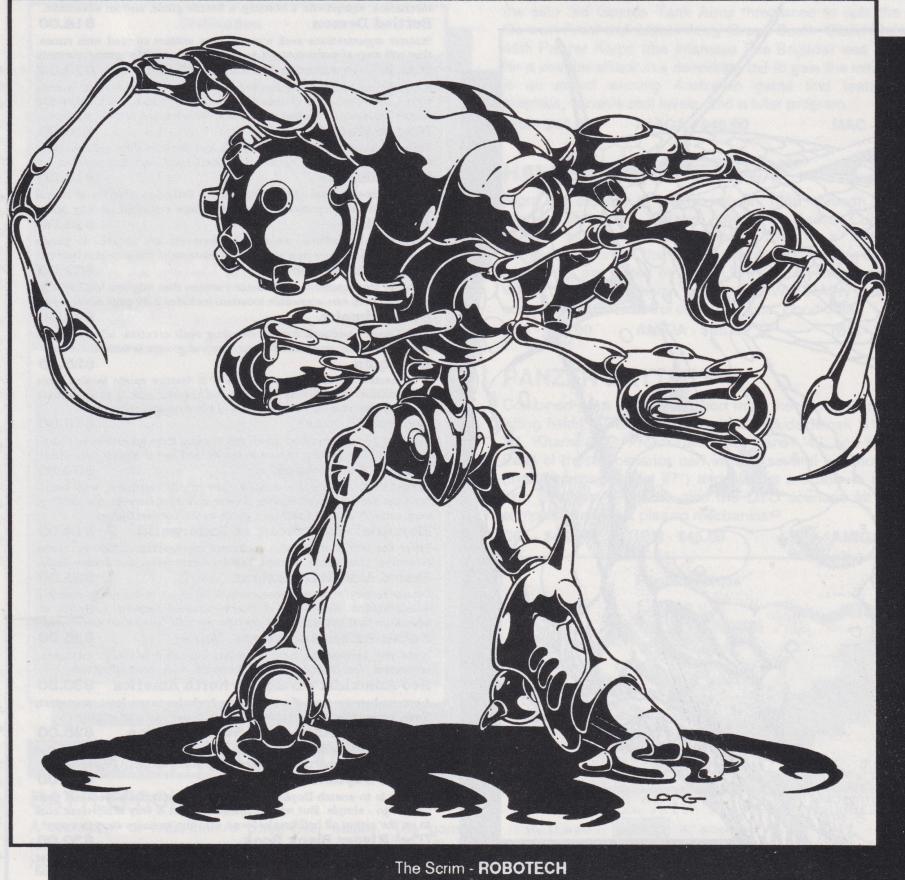
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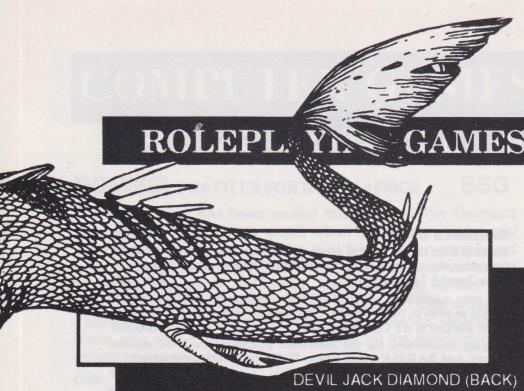
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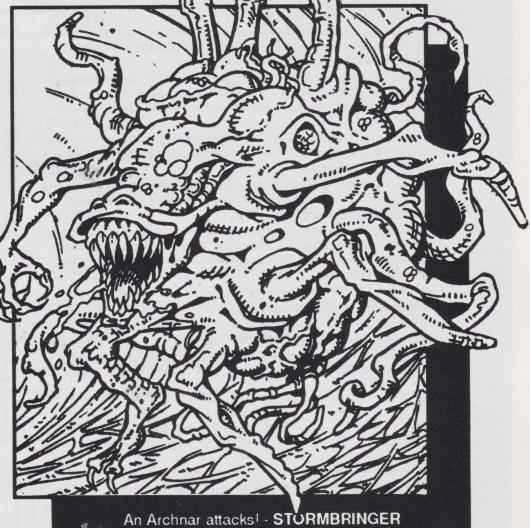
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A detailed description of the personnel, vessels, equipment, strategy, intelligence, and history of the Rebel Alliance. 144 page softcover.	
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Riders of the Maelstrom	\$25.00
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Smuggled aboard a luxury liner, Rebel heroes find themselves sharing the vessel with two Imperial Moffa and pirates intent on plunder.	
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Scavenger Hunt	\$22.00
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Buried within the melted wreckage of a Rebel base are data banks that reveal Rebel contacts - so far the Imperium remains ignorant...	
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Scoundrel's Luck	\$27.00
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Solitaire adventure - Han Solo saves Princess Leia from bad-asses!	
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Strike Force Shantipole	\$22.00
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Battle Imperial starfighters in the frozen void of space, chase deadly probes thru asteroid storms, and slug it out with an escort frigate!	
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Star Wars Rules Companion	\$30.00
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80 pages of revised and advanced rules covering attributes & skills, movement, combat, starships, droids (as PCs) & equipment, Capital Ship combat, new Force rules & powers, plus an adventure!	
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The Star Wars Sourcebook	\$45.00
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144 page hardback campaign-companion that details ship systems, new starfighters, combat starships, transports, droids, repulsorlift vehicles, Imperial AT-STs, aliens & creatures, equipment, lightsabers, stormtroopers, Rebel bases, Imperial Garrisons, plus heroes & villains	
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STORMBRINGER

SCIENCE & SORCERY	The brutal world of the Young Kingdoms, a realm where decadent empires crumble as bold new nations gain in power. Based on Moorcock's books. <i>Chaosium</i>
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STORMBRINGER 4th Ed.	\$40.00
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Although the mechanics can get bloody at times, this is an excellent dark-fantasy genre RPG that is gaining a well-deserved reputation.	
Features a Demon-based magic system and extensive background.	
HAWKMOON	\$40.00

Set in fantasy Europe during the Tragic Millennium - an age where magical artifacts & technology coexist, while fell beasts & mutants prowl the wilderness. Contains a 52 page Player's book, a 48 page Gamemaster's book, a 16 page Science book, a map, and dice.	
Black Sword	\$12.00

A woman pledges to avenge her father's death by slaying the albino Prince who possesses the infamous Stormbringer.	
Castle of Eyes	TBA

The castle's ruling family, degenerate & embittered after a millennium of tragic conflict, face annihilation in a struggle for the throne.	
Corum	TBA

Explores a variant magic-using world wherein another incarnation of The Eternal Champion befriends his/her eternal doom.	
Melinhbone	TBA

Eric ascends to the throne of Melinhbone, a nation in decline, but still able to wield immense power. Includes new magic, pacts with elemental lords, the great dragons, maps, plus adventures.	
Perils of the Young Kingdoms	\$40.00

The power of Melinhbone wanes, as that of Pan Tang grows. The armies of many nations are restless, & turmoil erupts with devastating results. Features an anthology of six decadent adventures. 128 pages.	
Rogue Mistress	\$40.00

Tricked by a cruel sorceress, the adventurers are thrown into a quest that encompasses seven strange worlds. Aided by a feisty buccaneer, and a few dooms-laden NPCs, they begin to plot their vengeance.	
Sea Kings of the Purple Towns	TBA

An ideal base for adventurers, the Purple Towns is a bustling trading center where jaded characters can recuperate (they hope!). Includes an elemental magic system, ship and sailing rules, plus adventures.	
Sorcerers of Pan Tang	\$40.00

An extensive sourcebook on Pan Tang, a nation infamous for its cruel slavery, insatiable bloodlust, and paxious magicks. Includes notes on history, society & character generation, with regional maps, five terrifying adventures, plus a new Daemon magick system. 128 pages.	
Stealer of Souls	\$12.00

A merchant is murdered by rivals, but the benefits they gain from this act are compromised when each of them becomes targeted for revenge	
Stolen	\$12.00

TEENAGE MUTANT NINJA TURTLES

\$30.00

112 page softcover book containing all the necessary rules & background, plus mutations, organisations, bio-energy, psionics, animal powers, oriental weapons, modern firearms, and five adventures!	
Accessory Pack	\$30.00

Includes two 'tri-fold' game shields packed with game charts & tables, a 24 page adventure and a quick mutant-animal villian generator.	
After the Bomb	\$16.00

48 page post-holocaust sourcebook with details on new characters, the Empire of Humanity, regional encounters & six adventures.	
Mutants Down Under	\$16.00

Aussie guidebook, covering Tassie Island, Bananaland, Westralia, etc. Includes new skills & psionics, extra animal types & mutations, riding insects, airship rules, the Dreamtime Lands & 4 adventures. 48 pgs.	
Mutants in Avalon	\$22.00

Mutants of the Yucatan	\$16.00
South American sourcebook featuring new mutant characters, jungle skills, tribes, Gene-Molded Cats & the regional Empire of Humanity.	
Ninjas & Superspies 2nd Ed.	\$35.00
Complete RPG that is also a TMNT accessory. 176 pages with skill programs, insanity, 17 character classes, cybernetics, 41 martial arts styles, martial arts powers, modern weapons, combat, equipment, etc.	
Road Hogs	\$18.00
4 post-holocaust Mutant Mad Max adventures. Includes new critters, vehicle rules, post-H economics, new equipment & background data.	
TMNT Adventures	\$16.00
With five adventures, optional rules for characters & super-powered animals, plus 7 death traps & challenges for 7 ninja PCs! 48 pages.	
Transdimensional T.M.N.T.	\$25.00
True travelling rules featuring new characters & skills, magic, mutant dinosaurs, ancient weapons, Historical Twists, Temporal Mishaps, Dimensional Strangeness, Time Lords, and 3 adventures. 112 pages.	
Truckin' Turtles	\$16.00
7 adventures, features a supervillain & the Fast-Food Burger Being!	
Turtles Go Hollywood	\$16.00
Nine adventures that combine to form an epic Hollywood campaign.	
Turtle's Guide to the Universe	\$16.00
New rules for the construction of air vehicles, with combat mechanics, skills, aliens, a star map, a comic strip, and 4 adventures. 48 pages.	



The Guardian and Oracle - STORMBRINGER again!

TORG

SCIENCE & SORCERY	Earth is invaded by hostile entities, each with a legion of minions and their host realities. A hellish jigsaw of warped realms thus disfigure the world.
	West End

TORG	\$35.00
Box set with a 144 page rulebook, a 48 page Adventure Book, an 80 page Worldbook, and 150 action-drama cards to spice up combat. This is role-play based roughly on dramatic, exuberant film direction.	
Ayle Sourcebook	\$40.00
Europe is warped by forces of magic and mythical creatures of good & evil, as elements of high fantasy take root in England & Scandinavia.	
(The) Cassandra Files	\$27.00
Describes the Delphi Council, an organisation that rules Ayle through subversion & deception. Their files could unravel many mysteries.	
City of Demons * (due soon?)	\$27.00
In battle-torn Los Angeles Storm Knights and Thrashers must stop a Tharkold revolution, and hold at bay Nippon's greed for real estate.	
Creatures of Ayle *	\$27.00
An illustrated bestiary of 60 besties from the fantasy realm, deadly denizens and myths made flesh, of land, sea & air. 128 pages, including Black Unicorns, Detrimentals, Possibility Leeches, etc.	
Crucible of Pain	\$27.00
Storm Knights battle their way thru mini-versions of the six realms, trying to save a core-Earth girl from a sadistic scientist's experiments.	
Cyberpacy Sourcebook	\$40.00
Details the realm in France that is ruled by a false Pope who has mastered cybernetics. Features data on the cruel Inquisition, the Cyberpriests, the mysterious GodNet, and the sinister Church Police.	
Cyient Scream and Other Tales	\$25.00
6 separate & complete adventures, each set in a different realm - the Cyberpacy, Orrshan, Nippon, Living Land, Ayle & Nile Empire.	
(The) Destiny Map	\$25.00
First module in the Relics of Power trilogy. An artifact of great power must be retrieved from an archaeological dig in the Living Land.	
(The) Forever City	\$25.00
An artifact must be stolen from its Empire of the Nile guardians and taken to a ruin in the Tibetan mountains. This adventure pits the players against cyberknights, gods, and a hideous agent from the 5th realm.	
Full Moon Draw and Other Adventures	\$27.00
A supplement featuring six 10-page adventures set in various realms.	
(The) Godnet	\$30.00
Enter the Holy Inquisition's cyberspace Matrix, called Godnet - the Cyberpacy's telecommunications network. An extra-dimensional realm of neon data where cyberdeck programs are the keys to power.	
High Lord of Earth	\$27.00
Earth's Darkness Device has been discovered. Storm Knights must face ritual murderers, cultists, dark gods, labyrinthine jungles, and their own desires as a new Lord tries to join the Possibility Raiders.	
Infinite Update *	TBA
Reveals TORG history since the invasion of the Possibility Raiders. Features realm updates, new stelae maps, dispatches, rumors, 2 mini-adventures, plus new character templates. 128 pages.	
Kanawa Personal Weapons	\$27.00
The Kanawa Corp's Arms Division makes sure Storm Knights outgun their enemies, no matter what! 33 page catalog of destruction.	
Kanawa Heavy Weapons *	\$27.00
Hachiman Arms Division catalogue - covering everything from Ayish steam cannons & 110-ton breech-lock naval guns, to brutal fuel-air bombs & gatling lasers. All illustrated and described in tech detail.	
(The) Land Below	\$35.00
Trapped within the Earth's core there exists a pocket realm, a vast labyrinth that hides twisted creatures & the powerful Eternity Shard.	
(The) Living Land	\$35.00
Describes the realm-Cosm of primitive reality - North America has become in part a tangled jungle world, filled with dinosaurs. 128 pgs.	
Nile Empire Sourcebook	\$35.00
The Pharaoh Dr. Mobius is the High Lord of pulp reality. The Middle East & Africa conceals sinister plots, dark secrets & ruthless villains.	
Nippon Tech Sourcebook	\$40.00
The mysterious, secretive realm of Nippon is protected by vast wealth, futuristic technology plus an army of samurai & ninja. 128 pages.	
Operation: Hard Sell	\$25.00
The realms of Nippon Tech & Baruk Kaah's primitive Living Land struggle for ultimate control of America's West Coast.	
Orrshan Sourcebook	\$40.00
Details the Gaunt Man's cosm: an occult realm where horrors beyond imagining slither through the haunted night, and fear is power!	
Pixaud's Practical Grimoire	\$30.00
A 96 page supplement that features 150 new spell descriptions, revised magicks, a spell index, plus practical tips for players & GMs.	
(The) Possibility Chalice	\$24.00
From a temple on Core Earth, to a bleak fortress guarded by dark monstrosities in Ayle, our heroes must evade a High Lord's agents.	
Space Gods *	\$40.00
The South American cosm is realm to the Akashans & the highest tech level of all realities - but these space gods have also unleashed their own dire nemesis, the Comaghaz plague. Includes rules for biotechnology, psionics, reality mechanics + new critters & PC templates.	

Storm Knights' Guide

to the Possibility Wars *

Features an extended background generation system plus new spells, abilities, spells, miracles, equipment, eternity shards, etc. 96 pages.

(The) **Temple of Rec Stake** *

In the Near Now realm war parties of edinos & undead stalk humans for a sinister purpose - sacrifices to appease the newly risen edinos god of death, who in turn must slay the High Lord Baruk Kaah.

Tharkold Sourcebook *

The demonic Tharkold descend on Los Angeles to create a technohorror realm. Includes rules for technomagic, occulte, nanovirus resurrection, gangslaves, heaps of new creatures, & more. 144 pages.

Queenswrath

The Queen of Ayle seeks assistance from heroic Storm Knights in a difficult quest against the Cyberpacy and the evil Lord Uthorian.

The Possibility Wars: a 3 novel series - \$11.00 per title

(A) Storm Knights (B) The Dark Realm (C) The Nightmare Dream

2300 AD

SCI-FI Set 300 years after World War 3, humanity has risen from out of the ashes of global conflict and finally prepares to tame the unknown reaches of the universe. **GDW**

2300AD 2nd Ed.

With a Director's (110 pgs) & Adventurer's Guide (94 pgs) + a module.

Bayern

The Pleiades, a fabled cache of stars, is the goal of a monumental voyage of discovery, and the key to unlocking great interstellar secrets

Beanstalk

Europe is awash with violent political upheaval, the tension is reflected on an asteroid colony where the possibility of sabotage grows.

Colonial Atlas

Describes 29 colony worlds (with environment, unique biology, etc).

Deathwatch Program

Key to global ruin: sinister adversaries are intent on eliminating the only thing standing between them and world supremacy - the players!

Earth Cybertech Sourcebook

Details the social & political changes that have been wrought by technology & space exploration. Includes a continental guide.



A voluptuous Volvovushka - TORG

Energy Curve

An odyssey on an uncharted, frozen world where an alien race is on the verge of civilisation & an energy curve manipulates evolution.

Equipment Guide

Details 148 items, from medical & Pentapod gear to combat walkers

Kafer Dawn

Victory against the Kafer was hard won, now mop-up operations begin in earnest. But on Aurore renegade Kafers aren't the only threat.

Kafer Sourcebook

Details Humanity's stellar nemesis. Includes physiology, psychology, sociology, government, technology, equipment and the Kafer Sphere.

Mission Arcturus

A French research outpost orbiting Arcturus was the 1st victim of the Kafer war, now a reconnaissance team is sent to explore the station.

Nyotekundu Sourcebook

Details the industrial planet Inferno and a huge orbital mining station plying the ice rings of a gas giant - until it unearths an alien artifact!

Ranger

Ebers are an enigmatic race that destroyed their vast technology in an ancient interstellar war. Now feuding factions vie for their knowledge.

TWILIGHT 2000

SCI-FI A Mid East war ignites a nightmare conflagration in Europe. Massive armies collide, and each is bludgeoned to a standstill, amid this madness the final option begins. **GDW**

TWILIGHT 2000 2nd Ed. Boxed

Europe's nemesis exhales its poisonous breath over the continent. Society plummets to critical meltdown, and war is forsaken as the fight for personal survival takes precedence over exhausted politics.

TWILIGHT 2000 2nd Ed. Softcover

Characters can be any nationality & have non-military backgrounds. The whole global environment has become more chaotic. 290 pages.

American Combat Vehicle Handbook 2nd Ed. **\$25.00**

104 page sourcebook detailing over 60 weapon systems (from MBTs to hovercraft), and the US Army Order of Battle before and after WW3.

Bangkok 2nd Ed.

204 page campaign sourcebook for Thailand. Describes geography, culture, politics, armies, criminal organisations and adventures.

Boomer

A Soviet Typhoon-class nuclear missile submarine has trapped in a tomb of solid ice, in its immobile hull lie three multi-warhead missiles

Castle by the Sea *

A deep penetration rescue mission is proposed to retrieve stolen weapons and a kidnapped local Warlord's sibling. Due soon?

Encounter Pack * 2nd Ed. - due Dec. '92.

(The) **Gazetteer** 2nd Ed.

200 supplement detailing world trouble spots, from international border disputes and coups, to urban terrorist activities. With maps, background, military organisations, scenarios, etc. 64 pages.

Heavy Weapons of the World

Illustrated guide to towed and man-portable heavy support weapons - from mortars, tube artillery, air defense, special weapons & more.

Infantry Weapons of the World 2nd Ed.

Covers 220 weapons (WW1 to WW3): pistols, rifles, SMGs, MGs & shotguns - each is fully rated for the game and illustrated. 104 pages.

Kidnapped

New America's despotic leader must be captured from within his own fortress and brought back through the famine stricken countryside.

(The) **Last Submarine**

Fast attack submarines can create quite a nuisance if they fall into the hands of a feudal-style Warlord - especially if he's a megalomaniac!

Mediterranean Cruise

Using a captured SSN sub, an important mission is dispatched across the Mediterranean to Romania, where a surprise awaits the crew.

Merc: 2000 2nd Ed.

Variant-history acreasy where mercenaries are hired by the world's most powerful to eliminate terrorists & sabotage industries. This complete RPG is also a supplement for Twilight 2000. 120 pgs

NATO Vehicle Guide 2nd Ed.

Extensive gaming information for over 60 weapons from France, Denmark, Austria, Netherlands, England, Germany, Turkey, etc.

Nautical & Aviation Handbook 2nd Ed.

Comprehensive record sheets for a variety of small boats, aircraft (utility, liaison, transport, ground attack, fighters & bombers) and helicopters (gunships, transports & tank-busters). 154 pages.

Return to Warsaw

The bickering communities of this shattered city once again face the spectre of occupation as the Black Baron returns with a new army.

Satellite Down

With 3 years of recorded pre & post-nuclear global weather patterns, a fallen Russian satellite becomes priceless! There's a lot of people who would kill for it, including a bloke who claims he's the messiah!

Soviet Combat Vehicle handbook 2nd Ed.

A 104 page guide to Russia's vast military arsenal, and the complete pre and post-war Order of Battle for the USSR and her allies.

Special Operations Handbook * due July.

Twilight Anthology * 2nd Ed. - due Oct.

Twilight Nightmares 2nd Ed.

10 exotic scenarios for Twilight 2000 & Merc 2000. Includes a battle with a crashed UFO's zombie occupants, a terrifying encounter with a squad of experimental combat droids, a quick dinner engagement with biotechnologically resurrected dinosaurs, and more! 104 pages.

White Eagle

Poland is being torn asunder by a military dictator, mercantile profiters & the people's army. The fate of this nation hangs in the balance.

WARHAMMER

FANTASY A gothic world based on mediaeval Europe, but with a dark fantasy background. Chaos stalks society, corrupting whoever has the misfortune to face it. **Games Workshop**

Warhammer Fantasy Roleplay

368 page softcover with 4 PC races, 63 careers, 133 skills, 7 types of magic, 156 spells, 21 deities, 106 creatures, history & details of the campaign world, coinage & costs, travel, Fate Points, traps, disease, poison, insanity, alignment, critical hits, hand-to-hand combat, etc.

Empire in Flames

The Restless Dead

\$50.00

\$40.00

MINIATURES

RAL PARTHA

BATTLETECH

GROUND VEHICLES

each with one 1/300th scale metal miniature, unless otherwise indicated in parenthesis.

RAL20750	Rommel/Patton 65 ton MBT (2)	\$12.00
RAL20751	Long Tom Heavy Artillery with trailer	\$10.00
RAL20752	Galleon 30 ton Tank (2)	\$10.00
RAL20753	Schrek 80 ton Tank (2)	\$13.00
RAL20771	Cataphract	\$11.00
RAL20772	Caesar	\$11.00
RAL20773	Guillotine	\$11.00
RAL20800	BattleMech Map-hex 'Mech Bases (4)	\$7.50
RAL20801	THG-IIE Thug	\$13.00
RAL20802	MON-66 Mongoose	\$7.50
RAL20803	HOP-4C Hoplite	\$9.00
RAL20804	Crab	\$10.00
RAL20805	FLE-15 Flea	\$7.00
RAL20806	Hunter Missile Tank (2)	\$9.00
RAL20807	Striker Armoured Car (2)	\$9.00
RAL20808	Pegasus Light Hover Tank (2)	\$9.00
RAL20809	MAL-1R Mauler	\$13.00
RAL20810	HTM-27 Hatamoto Chi	\$12.00
RAL20811	WFT-1 Wolf Trap	\$10.00
RAL20812	RVN-3L Raven	\$9.00
RAL20813	Mercury	\$8.50
RAL20814	Lancelot	\$12.00
RAL20815	ARC-4R Archer	\$10.00
RAL20816	Vedette Tank (2)	\$12.00
RAL20817	Condor 50 Ton Hover Tank (2)	\$11.00
RAL20818	Drillson 50 Ton Hover Tank (2)	\$11.00
RAL20819	Maxim 50-Ton Hover Transport (2)	\$11.00
RAL20821	Clan Elemental Infantry (30)	\$14.00
RAL20822	Demolisher Super Heavy Tank (2)	\$12.00
RAL20823	Kurita Infantry (84 grunts)	\$20.00
RAL20824	Davion Infantry (84 grunts)	\$20.00
RAL20825	Bulldog 60-Ton Tank (2)	\$12.00
RAL20826	Pike 60-Ton Support Vehicle (2)	\$12.00
RAL20827	Ontos 95-Ton Tank (2)	\$12.00
RAL20828	Savannah Master Hovercraft (4)	\$6.00
RAL20829	Hetzer Wheeled Assault Gun (2)	\$9.50
RAL20830	Von Luckner Heavy Tank (2)	\$12.00
RAL20831	STG-3R Stinger	\$6.50
RAL20832	WSP-1A Wasp	\$6.50
RAL20833	PHX-1 Phoenix Hawk	\$8.50
RAL20834	CRD-3R Crusader	\$10.00
RAL20835	GRF-1N Griffin	\$9.00
RAL20836	SHD-2H Shadow Hawk	\$9.00
RAL20837	WVR-6R Wolverine	\$9.00
RAL20838	BLR-1G Battlemaster	\$11.00
RAL20839	TDR-5S Thunderbolt	\$8.50
RAL20840	WHM-6R Warhammer	\$10.00
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RAL20843	MAD-3R Marauder	\$13.00
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RAL20845	AS-7D Atlas	\$13.00
RAL20846	GOL-1H Goliath	\$10.50
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RAL20849	CN9-A Centurion	\$9.00
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RAL20851	VLK-QA Valkyrie	\$8.00
RAL20852	CPLT-C1 Catapult	\$10.50
RAL20853	PNT-9R Panther	\$8.00
RAL20854	HBK-4G Hunchback	\$9.00
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RAL20857	UM-R60 Urbanmech	\$6.50
RAL20858	CDA-2A Cicade	\$9.00
RAL20859	SCP-1N Scorpion	\$10.50
RAL20860	VTR-9B Victor	\$12.00
RAL20861	JM6-S Jagermech	\$10.50
RAL20862	STK-3F Stalker	\$11.00
RAL20863	CP10-Z Cyclops	\$13.00
RAL20864	HCT-3F Hatchetman	\$9.00
RAL20865	COM-2D Commando	\$7.50
RAL20866	JYN-1ON Javelin	\$7.50
RAL20867	ENT-4R Enforcer	\$8.50
RAL20868	DRG-1N Dragon	\$10.00
RAL20869	JR7-D Jenner	\$7.50
RAL20870	WTH-1 Whitworth	\$8.50
RAL20871	VND-1R Vindicator	\$8.50
RAL20872	QKD-4G Quickdraw	\$10.00
RAL20873	SDR-5V Spider	\$7.50
RAL20874	OTT-7J Ostscout	\$7.50
RAL20875	ASN-21 Assassin	\$8.50
RAL20876	DV-6M Dervish	\$8.50
RAL20877	OSR-2C Ostroc	\$10.00
RAL20878	STG-AS Stinger LAM	\$8.50

RAL20879	CLNT-2-3T Clint	\$8.50
RAL20880	BJ-1 Blackjack	\$8.50
RAL20881	CGR-1A1 Charger	\$12.00
RAL20882	BNC-3E (BNC-S) Banshee	\$12.00
RAL20883	WSP-105 Wasp LAM	\$8.50
RAL20884	PHX-HK2 Phoenix Hawk LAM	\$10.00
RAL20885	HER-2S Hermes II	\$8.50
RAL20886	VL2T Vulcan	\$8.50
RAL20887	TBT-5N Trebuchet	\$8.50
RAL20888	GHR-5R Grasshopper	\$10.00
RAL20889	LGB-0W Longbow	\$11.00
RAL20890	HNT-151 Hornet	\$7.50
RAL20891	WLF-1 Wolf Hound	\$8.50
RAL20892	SHG-2E Shogun	\$11.00
RAL20893	MAD-4A Marauder II	\$13.00
RAL20894	FFL-4A Firefly	\$8.00
RAL20895	EXT-4D Exterminator	\$10.00
RAL20896	HGN-732 Highlander	\$12.00
RAL20897	ANH-1A Annihilator	\$12.00
RAL20898	IMP-3E Imp	\$13.00
RAL20899	KGC-000 King Crab	\$13.00

MECHWARRIOR CHARACTERS

Each with one or three 25mm scale metal figures.		
RAL20900	Steiner Mechwarriors	\$9.00
RAL20901	Steiner Ground Troops	\$8.50
RAL20903	Steiner Security Guard	\$3.00
RAL20920	Kurita Mechwarriors	\$8.50
RAL20921	Kurita Ground Troops	\$8.50
RAL20922	Kurita Special Forces Trooper	\$3.50
RAL20923	Kurita 'Mechtech	\$3.50
RAL20940	Liao 'Mechwarriors	\$9.00
RAL20941	Liao Troopers	\$9.00
RAL20942	Liao Death Commando	\$3.50
RAL20943	Liao Aerospace Pilot	\$3.50
RAL20950	Clan Elemental - due soon? (so is Xmas!)	\$6.50
RAL20960	Merick 'Mechwarriors	\$8.50
RAL20962	Marick Security Guard	\$3.50
RAL20963	Marick Dropship Crewman	\$3.50
RAL20980	Davion 'Mechwarriors	\$9.00
RAL20981	Davion Ground Troopers	\$9.00
RAL20982	Davion Aerospace Fighter Pilot	\$3.50
RAL20983	Davion Jumpship Crewmen	\$3.50

RAL10850	Kurita Battletroops	\$55.00
(boxed set containing a 28 figure 25mm MG platoon)		
RAL10851	Steiner Battletroops	\$55.00
(boxed set containing a 28 figure 25mm laser platoon)		

DUNGEONS & DRAGONS



RAL11401 - Beholder

AD&D MONSTERS

One 25mm metal critter per pack, unless otherwise indicated in parentheses - some of these miniatures require assembly.

RAL11401	Beholder (on stand)	\$8.00
RAL11402	Couatl	\$7.50
RAL11403	Stone Giant with stone axe (55mm tall)	\$12.00
RAL11404	Umber Hulk	\$11.00
RAL11405	Ogre Mege with sword & victim	\$10.00
RAL11406	Mind Flayer	\$3.50
RAL11407	Fire Giant with 2-handed sword	\$12.00
RAL11408	Troll	\$8.50
RAL11409	Orcs with shields/hand weapons (4)	\$12.00
RAL11410	Screamin' Ettin with spiked club	\$12.00
RAL11411	Owl Bear	\$8.00
RAL11412	Bugbears (3)	\$12.00
RAL11413	Displacer Beast	\$12.00
RAL11414	Chimera	\$15.50
RAL11415	Marid - Genie with pot-gut (73mm tall)	\$17.00
RAL11416	Lesser Golems - Flesh & Clay	\$8.00
RAL11417	Greater Golems - Iron & Stone	\$14.00
RAL11418	Drow Elves in chain with swords (4)	\$12.00
RAL11419	Firbolg with sword (52mm tall)	\$12.00
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RAL11421	A frenzied swarm of Kobolds (7)	\$13.00
RAL11422	Catoblepas	\$13.00
RAL11423	Pegasus rearing	\$11.00
RAL11424	Unicorn	\$9.00
RAL11425	Imperial League (war) Minotaurs (3)	\$13.00
RAL11426	Elementals of Fire & Earth	\$13.00
RAL11427	Elementals of Air & Water	\$13.00
RAL11428	Young Dragon of Krynn rearing	\$12.00
RAL11429	Armoured War Dogs (2) with Master	\$13.00
RAL11430	A very ugly, sinister Phase Spider	\$15.00
RAL11431	Storm Giant with sword (88mm tall)	\$18.00
RAL11432	Goblins with various weapons (5)	\$15.00
RAL11433	Gargoyles (2)	\$13.00
RAL11434	Ghouls (2) and a Ghast	\$10.00
RAL11435	Rust Monster	\$10.00
RAL11436	Frost Giant in chain, with axe & shield*	\$14.00
RAL11437	Herpies (3) * (RAL11436 - 70mm tall)	\$13.00
RAL11438	Learing Wight	\$3.50
RAL11439	Basilisk	\$12.00
RAL11440	Cloud Giant with ball & chain (77mm tall)	\$18.00



RAL10502 - Heroes of the Lance (Goldmoon)



RAL10420 - Clutch of Fear

RAL11441	Hippogriff rearing	\$11.00
RAL11442	Giant Toad (and a very ugly bugger it is too)	\$7.00
RAL11443	Sehuagin with hand weapons (4)	\$12.00
RAL11444	Troglydites with hand weapons (3)	\$12.00
RAL11445	Griffin	\$11.00
RAL11446	Armoured Hobgoblins (3)	\$12.00
RAL11447	Fire Minion with flaming sword	\$7.00
RAL11448	Gnomes with hand weapons (5)	\$12.00
RAL11449	Wyvern pouncing	\$15.00
RAL11450	Beastmen (4 neanderthals)	\$11.00
RAL11451	Satyr with spear	\$3.50
RAL11452	Giant Scorpion	\$10.00
RAL11453	Cyclope Kin in furs (3)	TBA
RAL11454	Efreet & Jinn with scimitars	TBA
RAL11455	Gorgon charging	TBA
RAL11456	Mimics (3 - bed, chest & barrel)	TBA

AD&D CHARACTERS

Each pack contains 1 Male & 1 Female adventurer, 25mm scale.		
RAL11001	Fighters with 2-handed swords	\$7.50
RAL11002	Clerics with staff & hammer	\$7.50
RAL11003	Magic Users with staff & dagger	\$7.50
RAL11004	Rangers with bow & sword	\$7.50
RAL11005	Thieves with sling & short-sword	\$7.50
RAL11006	Dwarf Fighters with shield & hammer	\$7.50
RAL11007	Elven Magic-Users with staff	\$7.50
RAL11008	Gnomish Thieves with dagger & crossbow	\$7.50
RAL11009	Adventuring Mages with staff	\$7.50
RAL11010	Paladins with sword & dagger	\$7.50
RAL11011	Half-Elf Rangers with bow & sword	\$7.50
RAL11012	Halfling Fighter Thieves with sling & staff	\$7.50
RAL11013	Bards with harp & sword	TBA
RAL11014	Kender Rogues with Hoopaks	TBA
RAL11015	Seavage Warriors with spear, shield & sword	TBA
RAL11016	Human Rogues with swords	TBA

DARK SUN CHARACTERS

TSR's latest dark-fantasy campaign world - the number of 25mm figures per pack is in parenthesis.		
RAL11700	Gladiators (3)	\$10.00
RAL11701	Thri-Kreen Warriors (3)	\$13.00
RAL11702	Crodiu Riders (2)	\$15.00
RAL11703	Elves (3)	\$10.00
RAL11704	Cliff Glider	TBA

RAVENLOFT BEASTIES 'N' STUFF

TSR's gothic-horror AD&D campaign - the number of 25mm figures per pack is in parenthesis.		
RAL11100	Greater Wolfweres (4 - male & female)	TBA
RAL11101	Werebats (3)	TBA
RAL11102	Greater Mummies (Queen, Lord & 2 lackies)	TBA
RAL11103	Demi-Human Vampires (3)	TBA
RAL11104	Vampires (1 male & 2 female)	TBA
RAL11105	Village Mob (7) A.K.A. massacre fodder!	TBA
RAL11106	Village Personalities (4)	TBA
RAL11107	Goblins (3)	TBA

AD&D BOXED SETS

GENERIC AD&D		
RAL10510	Basic Heroes Set	\$30.00
(Contains a Halfling rogue, enchanter, Cleric, female fighter, swash-buckler, mage, Dwarf fighter, Rakasta Fighter, Elf fighter & female thief)		
RAL10509	Dungeon Miniatures	\$35.00
(Features 3 clerics, a ranger, rogue, fighter, Halfling thief, Dwarven fighter, Elf fighter & Gnome illusionist)		

DRAGONLANCE

RAL10500	Red Dragon of Krynn with rider & lance	\$40.00
RAL10503	Hum's Silver Dragon	\$40.00
RAL10501	The Draconians	\$35.00
(10 miniatures - featuring 7 soldiers, 2 huge leaders & a priest)		
RAL10502	Heroes of the Lance	\$30.00
(Contains Goldmoon, Flin, Caramon, Tassehoff, Tika, Laurana, Rivewind, Sturm, Raislin & Tanis)		
RAL10504	The Villains of Krynn	\$35.00
(The Black Dragon Khasanth, plus Lord Soth, Fewmaster Toode, Chot Et-Kalin, Takhisis, Ariakus, Kitara, Delamar & Veminaard)		

FORGOTTEN REALMS

RAL10550	Heroes of the Forgotten Realms	\$30.00
(Features Magister, Tristan, Thunderstorm, Elminter, Robyn, Wulfgar, Drizzt, Bruenor, Alias & Dragonbait)		

RAVENSLOFT

RAL10511	Denizens of Ravenloft	\$35.00
(What you get is Count Strahd, a damsel, Harkon Lukas, a gypsy, Adam, a vampire, Azalin, Hazlik, a Banshee & Lord Soth)		

DARK SUN

RAL10540	Dark Sun Characters	\$65.00
(Lots o' stuff - a Dragon King, Thri-Kreen, Gith Shaman, Anakor, half-giant, 3 Gith warriors, Muil savage, Rikus, 2 Elves, 2 Dwarves, a Halfling, plus 5 Human adventurers, including Neeva)		
RAL10541	Light War Chariot	TBA

BATTLESYSTEM
BRIGADES

RAL10560	The Horde - Yamun's Hoekun Clan	\$65.00
(1 Leader, 6 Heavy Cavalry & 12 Light Horsemen)		
RAL10561	Billidum's Marauders	\$55.00
(1 large Hill Giant & 12 Ogres)		
RAL10562	The Grey Blossom Regiment	\$55.00
(1 Mounted Hero, 1 Sohei & 24 Bushi)		
RAL10563	Skulls-masher's Reavers	\$55.00
(1 Gnoll Hero, 1 Shaman & 15 Gnoll Warriors)		
RAL10564	Dwarven Iron Lords Orc Foes	\$60.00
(1 Hero, 1 Cleric, 6 Halberdiers, 6 crossbowmen & 12 elite grunts)		
RAL10565	Lord Harcourt's Knights	\$60.00
(1 Lord, 1 Cleric, 6 mounted knights & 12 longbow archers)		

PERSONALITIES SERIES

Each pack contains one 25mm figure, unless otherwise indicated in parenthesis.

RAL1001	Evil Wizard with finger	\$3.50
RAL1003	Balrog	\$10.00
RAL1004	Cleric with cobra staff	\$3.50
RAL1007	Winged Serpent	\$7.50
RAL1010	Hill Troll, crouching with club	\$7.50
RAL1013	Assassin with dagger	\$3.50
RAL1017	Pegasus with Rider	\$11.00
RAL1018	Adventuress with dagger	\$3.50
RAL1019	Angel of Death with scythe	\$8.50
RAL1027	Ranger in cloak - Mounted & Foot	\$11.00
RAL1030	Wraith with sickle	\$3.50
RAL1035	Land-Dragon Lancer	\$11.00
RAL1037	Monk with staff	\$3.50
RAL1038	Winged Panther	\$10.00
RAL1040	Werebear Charging	\$10.00
RAL045	Earth Elemental (Deamon)	\$11.00
RAL1047	Armored Centaur with bow & spear	\$8.50
RAL1051	Griffon	\$8.50
RAL1060	Dungeon Lady with Pseudo-Dragon	\$3.50
RAL1067	Armored Giant with ball & chain *	\$10.00
RAL1069	Djinn with scimitar (2)	\$10.00
RAL1071	Unicorn with Mounted Virgin	\$8.50
RAL1072	Cold Drake * (Ral0107 - 35mm tall)	\$18.00
RAL1089	Witch King on Charger	\$11.00
RAL1090	Storm Giant with 2-handed axe *	\$11.00
RAL1091	Mounted Elf Hero in plate with sword	\$11.00
RAL1093	Mounted Anti-Paladin with big sword	\$11.00
RAL1095	Jabberwock * (Ral0109 - 56mm tall)	\$11.00
RAL1096	Hippogriff	\$10.00

RAL01099	Armored Giant on War Elephant	\$15.00
RAL01105	Three-Headed Troll	\$10.00
RAL01106	Half Elven Personalities (4)	\$12.00
RAL01109	Cloud Giant with club	\$17.00
RAL01112	Mounted Paladin in plate	\$11.00
RAL01114	Thieves (4)	\$13.00
RAL01124	Warriors of Chaos (4)	\$13.00
RAL01125	Mounted Champion of Chaos with axe	\$11.00
RAL01126	Mounted Lord of Chaos with sword	\$12.00
RAL01128	Brigand's Treasure Caravan *	\$18.00
(2 Horses, 2 Camels & 2 Guards)		

RAL01129	Celestial Dragon	\$20.00
RAL01130	Guardian Knights (2)	\$7.50
RAL01131	Lawful Brothers of Eagleborne (2)	\$8.00
RAL01132	The Chaotic Ones (2 Warriors)	\$7.50
RAL01133	Guardians of Doom (2)	\$7.50
RAL01134	Lawful Fighting Companions (2)	\$7.50
RAL01135	Lawful Swordmasters (2)	\$7.50
RAL01136	Chaotic Knights of Doom (2)	\$7.50
RAL01137	Cheerful Knights of Skull (2)	\$7.50
RAL01138	Black Dragon	\$20.00
RAL01139	Blue Dragon	\$20.00
RAL01140	Undead Dragon	\$20.00
RAL01141	The Black Princes' Orc Guards (2)	\$7.50
RAL01143	Malkolian Spearmen (2)	\$7.50
RAL01145	Black Fairmyrian Champion with axe	\$3.50
RAL01146	Forest Dragon	\$20.00
RAL01147	Boarsh Death Rider with lance	\$9.00
RAL01148	Perifdon - Chaos knight with lance	\$9.00
RAL01149	Echeater - Chaos knight with halberd	\$8.50
RAL01150	Solecistic - Chaos knight with sword	\$8.50
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RAL01154	Amazon Slave Chariot	\$18.00
RAL01155	Giant Griffon	\$13.00
RAL01156	Black Prince's Black (Dwarf?) Knight	\$7.50
RAL01158	Elite Dwarf Guards (2)	\$7.50
RAL01160	Orc War Chieftains (2)	\$7.00
RAL01161	Demon Creatures of Chaos *	\$8.50
(2 winged lizard-type critters with shields & handweapons)		
RAL01250	Medium Hex Besee (6)	\$7.50
RAL01251	Small Hex Bases (9)	\$7.50
RAL01301	Greater Troglodyte Warriors (2)	\$8.50
RAL01302	Greater Trolls with swordstars (2)	\$8.50
RAL01303	Greater Troglodytes with halberds (2)	\$8.00
RAL01304	Lesser Troglodyte War Party I (3)	\$8.50
RAL01305	Lesser Troglodyte War Party II (3)	\$8.50
RAL01313	Troll Giant with stone axe	\$11.00

RAL02939 - Gnoll Champ with Henchbeasts

RAL01314	Brass Dragon	\$20.00
RAL01401	The White Wizard **	\$11.00
RAL01402	Warrior-Mage of Chaos with axe **	\$12.00
RAL01403	High Elf Warlord with sword **	\$12.00
RAL01404	Female Paladin with sword **	\$12.00
RAL01405	King of Chaos with sword **	\$11.00
RAL01406	Evil Superhero with axe & shield **	\$12.00
RAL01407	Male Paladin with sword & shield **	\$12.00
RAL01408	Black Prince with axe & lance **	\$12.00
RAL01601	Dwarf Champion with sword	\$3.50
RAL01602	Orc King with sword	\$3.50
RAL01603	Necromancer with wand & skull	\$3.50
RAL01604	Chaos Deathmaster with scythe	\$3.50
RAL01605	Gnome Master Thief with sword & dagger	\$3.50

** (denotes pack with both mounted & standing character)

3-STAGE CHARACTERS

Each contains three 25mm figures representing the low, mid & high level aspects of a typical AD&D-style character.		
RAL01315	Fighter with sword & shield	\$11.00
RAL01316	Ranger with sword & shield	\$10.00
RAL01317	Magic User with staff	\$10.00
RAL01318	Hobbit Thief with bow & dagger	\$10.00
RAL01319	Elf Thief with bow & sword	\$10.00
RAL01320	Paladin with sword & shield	\$10.00
RAL01321	Assassin with dagger	\$11.00
RAL01322	Barbarian with runesword & shield	\$11.00
RAL01323	Dwarf Fighter with axe & shield	\$10.00



RAL11456 - Mimics

RAL01324 Elf Fighter with sword & dagger	\$10.00
RAL01325 Druid with staff	\$10.00
RAL01326 Cleric with mace	\$10.00
RAL01328 Anti-Paladin with sword	\$11.00
RAL01329 Elf Fighter-Mage with sword	\$11.00
RAL01330 Fighter with axe & shield	\$10.00
RAL01331 Illusionist with wand	\$10.00
RAL01332 Female Fighter with sword & shield	\$10.00
RAL01333 Wizard with staff & pointy hat	\$10.00
RAL01334 Gnome Illusionist with wand	\$10.00
RAL01335 Anti-Hero with sword & shield	\$10.00
RAL01336 Ninja with katana	\$10.00
RAL01337 Female Magic User with wand	\$11.00
RAL01338 Evil Shaman with wand	\$10.00
RAL01339 Drow Elf with sword & shield	\$10.00

Please use Second Choices when ordering!

RAL02130 Dae-Shiru* Command Group (2)	\$13.00
RAL02131 Dae-Shiru* Skirmishers (3)	\$13.00
RAL02132 Dae-Shiru* Regulars (3)	\$13.00

* (can best be described as Centaurs with Lion characteristics)

ALL THINGS DARK & DANGEROUS

FANTASY CHARACTERS

One figure per pack, unless otherwise indicated by parenthesis.
RAL02210 High Elf with sword \$3.50
RAL02211 High Elf Advancing with sword & shield \$3.50



RAL01329 - Elf Fighter Mage

COLLECTOR'S SERIES

CHAOS WAR - ARMY PACKS

Each pack contains 6 miniatures, unless otherwise indicated by parenthesis - most packs feature multiple figures with only one or two variable poses.

RAL02002 Wood Elves with bow & sword	\$13.00
RAL02003 Wood Elf Archers	\$13.00
RAL02004 Wood Elves with pike	\$13.00
RAL02006 Sea Elves with pike	\$13.00
RAL02007 See Elves Advancing with spear & shield	\$13.00
RAL02009 High Elves with axe & shield	\$13.00
RAL0214 High Elf Archers	\$13.00
RAL02016 High Elf (light) Horse Archers (3)	\$13.00
RAL02017 Starbrow's Select (3 bow & 3 sword)	\$13.00
RAL02018 Starbrow's Select Command Group (4)	\$13.00
RAL02021 Deep Elf Archers	\$12.00
RAL02023 Deep Elves with halberd & shield	\$12.00
RAL02025 Deep Elf Cavalry with lance (3)	\$13.00
RAL02031 Dwarven (light) Axemen	\$13.00
RAL02032 Elite Dwarven (heavy) Axemen	\$13.00
RAL02033 Dwarves with Poleaxe & chain	\$13.00
RAL02036 Dwarves with Hammer	\$13.00
RAL02037 Dwarves in chain with sword & shield	\$13.00
RAL02038 Dwarves in chain with crossbow	\$13.00
RAL02039 Dwarf Command Group (4)	\$13.00
RAL02040 Skeleton Command Group (4)	\$13.00
RAL02041 Skeleton Cavalry with sword & shield (3)	\$13.00
RAL02042 Undead Knights with 2-handed sword	\$13.00
RAL02043 Skeleton Archers	\$13.00
RAL02044 Skeleton Warriors with sword & shield	\$13.00
RAL02045 Dealers of Devastation (more skeletons)	\$13.00
RAL02046 Dealers of Devastation Command (4)	\$13
RAL02050 Imp Skirmishers (8)	\$13.00
RAL02055 Ratling Skirmishers	\$13.00
RAL02056 Ratling Assault Troops	\$13.00
RAL02057 Ratling Command Group (4)	\$13.00
RAL02062 Lesser Goblin Archers	\$13.00
RAL02065 Lesser Goblin Melee Troops	\$13.00
RAL02070 Orcs with Spear & shield	\$13.00
RAL02072 Orcs with sword & shield	\$13.00
RAL02073 Korg's Killers (Orc warriors)	\$13.00
RAL02074 Korg's Killers Command Group (4)	\$13.00
RAL02077 Orc Archers in chainmail	\$13.00
RAL02079 Giant Goblin Command Group (4)	\$13.00
RAL02093 Imp Wolf Riders (4)	\$13.00
RAL02094 Imp Wolf Riders with bows (4)	\$13.00
RAL02095 Centaur Skirmishers (3)	\$13.00
RAL02097 Steel Wind - Centaur warriors (3)	\$13.00
RAL02098 Armoured Centaurs (2)	\$13.00
RAL02103 Chaos Warriors in plate with sword/shield	\$13.00
RAL02104 Warriors of Chaos	\$13.00
RAL02105 Chaos Warrior Archers	\$13.00
RAL02106 Chaos Warrior Cavalry (3)	\$13.00
RAL02107 Chaos Pikemen in plate	\$13.00

RAL02932 Anti-Hero with 2-handed axe	\$3.50
RAL02933 Half-Elf Champion with bow & sword	\$3.50
RAL02942 Barbarians (2 with swords & 1 axe)	\$10.00
RAL02948 Archers (2 male & 1 female)	\$10.00
RAL02949 Grey Wizard with staff - great!	\$3.50
RAL02959 Female Adventurers (warrior, thief, mage)	\$10.00
RAL02963 Female Magic Users (3)	\$12.00
RAL02966 Half-Elf Adventurer, with bow & horse	\$12.00
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RAL02969 Female Paladin on Armoured Unicorn	\$11.00

MONSTROUS ADVERSARIES

One figure per pack, unless otherwise indicated by parenthesis.	
RAL02401 Great Fire Dragon	\$20.00
RAL02402 Skeletons with swords (2)	\$7.50
RAL02403 Weretiger	\$3.50
RAL02404 Gargoyle	\$5.00
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RAL02406 Armored Minotaur with spear	\$5.50
RAL02407 Hell Hounds (3)	\$10.00
RAL02408 Lion Centaurs (2)	\$10.00
RAL02412 Ratling warriors (4)	\$12.00
RAL02415 Trolls, with clubs, ugly faces, etc. (3)	\$12.00
RAL02416 Armoured War Ogres (2)	\$12.00
RAL02417 Tree Shepherd (95mm tall)	\$20.00
RAL02901 Small 7-headed Hydra	\$11.00
RAL02902 Female Giant with sword & shield *	\$11.00
RAL02903 Armored Centaurs (Male & Female)	\$11.00
RAL02908 Manticore * (Ral02902 60mm tall)	\$10.00
RAL02909 Unicorn	\$6.50
RAL02910 Lions (Male & Female)	\$7.00
RAL02911 Attack Dogs (4)	\$7.00
RAL02912 Giant Rats (5)	\$7.00
RAL02928 Wyvern	\$13.00
RAL02934 Barbarian Giant with sword & shield *	\$13.00
RAL02936 Armored Minotaur with sword	\$9.00
RAL02937 Fighting Pegasus * (Ral02934 56mm tall)	\$10.00
RAL02938 Skeleton Warriors (4)	\$12.00
RAL02939 Gnoll Champion with Henchbeasts (3)	\$10.00
RAL02940 Giant Skeletal Warrior (66mm tall)	\$12.00
RAL02941 Chaotic War Dragon & mounted knight	\$20.00
RAL02943 Armored Ogre with axe	\$9.00
RAL02944 Dragonmen Warriors (3)	\$11.00
RAL02945 Sabretooth Tiger, pouncing	\$5.00
RAL02950 Undead Ninja with katana	\$3.50
RAL02951 Ki-Rin, lunging	\$6.50
RAL02952 Skeletal Beastmen (4)	\$12.00
RAL02953 Armored Warcat with Gnoll Rider	\$8.50
RAL02954 Winged Demon Lord with big sword	\$12.00
RAL02955 Evil Dragon	\$20.00
RAL02956 Giant Minotaur/Beastman with sword	\$13.00
RAL02958 Familiars - see below (monkey-thingy, owl, hawk, toad, cat & pseudo-dragon)	\$3.50
RAL02957 Armored Hobgoblin Warriors (4)	\$13.00
RAL02960 Hobgoblin Boar Riders (2)	\$13.00
RAL02961 Goatmen Warriors (4)	\$13.00
RAL02962 Cockatrice - rather dangerous, but cute!	\$3.50
RAL02964 Hippogriff	\$10.00
RAL02965 Spectre on Nightmare	\$9.00
RAL02967 Balrog	\$12.00

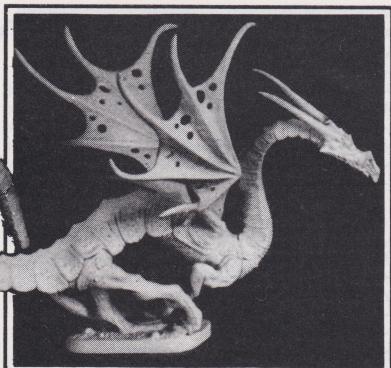
FANTASY BOXED SETS

Various 25mm sets, most items require assembly of sorts.

RAL01068 Classic Dragon (long 'n' thin)	\$17.00
RAL01083 War Dragon & mounted knight with lance	\$22.50
RAL01084 Evil Lord on Litter, with Troll bearers	\$22.50



RAL01124 - Warriors of Chaos



RAL10461 - The Fearless Frost Dragon

RAL01086 Flying Beast with mounted warrior	\$22.50
RAL01094 Golden Dragon	\$35.00
RAL02020 Elf War Chariot (with 2 crew)	\$30.00
RAL10200 Ninja (6)	\$18.00
RAL10210 Guardian Dragon (2-headed)	\$25.00
RAL10211 Silver Dragon	\$25.00
RAL10212 Rogen: the Balrog Dragon with whip	\$25.00
RAL10309 Skeletal Legions of the Liche King (9)	\$25.00
RAL10410 Bear Chariot of the Icelands	\$35.00
RAL10411 Wasteland (Lizard-rider) Raiders (3)	\$35.00
RAL10412 Ral - Lord of Balrogs with sword & whip	\$35.00
RAL10414 Warlords (10 fightin' dudes!)	\$25.00
RAL10415 Necromancer's Throne of Bone	\$45.00
RAL10416 Dueling Dragons	\$45.00
RAL10417 Hydra	\$35.00
RAL10418 Griffin Chariot	\$45.00
RAL13100 Bloody Big War Eagle with rider	\$35.00

COLLECTOR'S BOXED SETS

This is a series of high quality, richly detailed 25mm sets, ideal for vignettes & smart-ass painters. Some assembly is required.	
RAL10419 Armoured Dragon	\$35.00
(The dragon looks like a bloody tank! Perched atop this formidable beastie is a knight wielding a massive lance.)	
RAL10420 Clutch of Fear	\$45.00
(A dragon protects her eggs from two unsuspecting thieves.)	
RAL10450 Antagonists	\$55.00
(An evil warlord astride a fierce black dragon confronts a goodly sorceress and her proud pegasus mount.)	
RAL10451 Bridge of Sorrows	\$65.00
(Developed from the cover of Dragon #92 - perched upon a sunken bridge, an armoured centaur and a spell-casting mage attempt to rescue a litesome woman from the clutches of an airborne dragon.)	
RAL10460 Black Dragon of Fire 'n' Ice	\$35.00
RAL10461 Fearless Frost Dragon	\$35.00
RAL10462 Riding the Cold Wind to Valhalla	TBA
(A flying dragon with a crew of foolish dwarves)	
RAL10463 T-Char Dragon of Fire, Fury & Doom!	TBA
(Yeah! Whoool I don't know what it is, but with a title like that it's got to be pretty bloody good!)	

RAL PARTHA IMPORTS

Packs contain one figure, unless stated otherwise by parenthesis.	
RAL31001 Evil Cleric in robes with mace, striking	\$4.00
RAL31002 Wraith Rider with mace, on flying bat	\$12.00
RAL31003 Ghast in cowl'd robe, with lantern	\$3.50
RAL31004 Ghoul carrying severed hand	\$3.50
RAL31005 Minotaur with 2-handed axe	\$5.00
RAL31006 Medusa, standing nonchalantly in robes	\$3.50
RAL31010 Mind Stealer in robes, pointing	\$3.50
RAL31011 Bruise Brothers (2 armed Ogres)	\$10.00
RAL31012 Giant Half-Troll Knight/Champion	\$11.00
RAL31013 Bald Monk in robes, with mace & open bible	\$3.50
RAL31014 Druid with sword & friendly Bear (2)	\$7.50
RAL31017 Demon Beast with great axe	\$13.00
RAL31018 Ogre with club & fierce grime!	\$7.50
RAL31019 Horned Cyclops, fists cocked	\$7.50
RAL31025 Lesser Animals	\$14.00
(fox, bobcat, snake, badger, wolverine, stag & warthog)	
RAL31026 Wyvern, rearing (Great!)	\$13.00
RAL31027 Unicorn	\$6.00
RAL31028 Armored Cloud Giant with spiked club	\$15.00
RAL31029 Heavily Armored War Ogres (2)	\$14.00
RAL31030 Huntress (with bow) & Hunting Beast	\$12.00
RAL32009 Seven Magic Items	\$6.00
RAL32010 Eight Treasure Items	\$6.00

RAL32017 Battlequeen with sword & big warwolf \$7.00
RAL32018 Thieves Guild Masters (female & 2 males) \$9.00

FANTASY ADVENTURERS

A blister-pack series of superb 25mm fantasy personalities.

RAL61002 Wizard with staff	\$3.50
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RAL61009 Barberian with 2-handed sword	\$3.50
RAL61010 Fighter in plate with sword & shield	\$3.50
RAL61012 Ninja Assassin with sword	\$3.50
RAL61018 Female Cleric with mace & shield	\$3.50
RAL61020 Houri with dagger & skimpy outfit	\$3.50
RAL61021 Bald Wizard raising serpent staff	\$3.50
RAL61022 Evil Amoured Cleric with mace & shield	\$3.50
RAL61031 Paladin in Chain with sword & shield	\$3.50
RAL61034 Gnome Warrior-Thief with axe & shield	\$3.50
RAL61040 Dwarf barbarian with iron mask & axe	\$3.50
RAL61042 Female Cleric in plate with mace & shield	\$3.50
RAL61048 Swashbuckler Thief with sword & dirk	\$3.50
RAL61050 Thief in Ambush with bow & longsword	\$3.50
RAL61053 Torquemanda - Chaos Conqueror	\$3.50
RAL61054 Zora - Gypsy Swordwoman	\$3.50
RAL61055 Barbarian King with sword & big muscles	\$3.50
RAL61056 Lord High Executioner with polearm	\$3.50
RAL61057 Female Paladin in plate with sword	\$3.50
RAL61058 Virago with sword, shield & trendy haircut!	\$3.50
RAL61059 Spunkly Female Adventurer with sword	\$3.50
RAL61065 Chaotic Barberian (Attila) with sword	\$3.50
RAL61066 Hercules in lioncloth with shortsword	\$3.50
RAL61067 Heroic Wizard (Magnus) with staff	\$3.50
RAL61068 Evil Queen in plate, with sword & dagger	\$3.50
RAL61069 Jungle Lord with bow & spear	\$3.50
RAL61070 Dramatic Elven Knight with sword & shield	\$3.50
RAL61071 Rotund Yobbo Warrior in chain, with axe	\$3.50
RAL61072 Shokmeister - Dwarf Stormtrooper	\$3.50
RAL61073 Prince of Thieves flourishing sword & cloak	\$3.50
RAL61074 Dragonmistress (Druid) with staff	\$3.50
RAL61075 Halfing Hero in plate with sword & shield	\$3.50
RAL61076 Male Pitfighter with sword & dirk	\$3.50
RAL61077 Female Pitfighter with sword & dirk	\$3.50
RAL61078 Male Dark Elf Warrior with sword & shield	\$3.50
RAL61079 Young Wandering Wizard with dagger	\$3.50
RAL61080 Bold Cavalier with sword & foppish hat	\$3.50
RAL61081 Young Female Mage with scroll & dagger	\$3.50
RAL61082 Warrior Queen in plate, with sword & shield	\$3.50
RAL61083 Drow Princess sword & immodest armour	\$3.50
RAL61084 Pitfighter Champion with sword & dirk	\$3.50
RAL61085 Dwarf Champion with 2-handed axe	\$3.50
RAL61086 Barbarian Princess with sword & bikini	\$3.50
RAL61087 Conniving Cleric Dr. Smith with staff	\$3.50



RAL02964 - Hippogriff

RALWF16 King of the Bards with guitar	\$3.50
RALWF17 Doom Bunny with carrot shield!	\$3.50
RALWF18 Texas Bob the Rodeo Ogre	\$5.00
RALWF19 Reynard the Rogue - Vulpine Dandy	\$3.50
RALWF20 Groan of the Spore Katana (Groo?)	\$3.50

SHADOWRUN

Each pack contains 3 figures, unless stated otherwise by parenthesis.	
RAL20500 Shadowrunners (3 humans & 1 dwarf)	\$15.00
RAL20501 Deckers (2 male & 1 female)	\$9.00
RAL20502 Human Street Samurai	\$9.00
RAL20503 Mages (2 male & 1 female)	\$9.00
RAL20504 Meta-Human Street Samurai	\$9.00
RAL20505 Elves (2 male & 2 female)	\$12.00
RAL20506 Corporate Contacts (3)	\$10.00
RAL20507 Go-Gangsters (2 bikers, standing & mounted)	\$17.00
RAL20508 Riggers & Rockers (4)	\$14.00
RAL20509 Human Street Gang (3)	\$10.00
RAL20510 Corporate Security Guards (5)	\$14.00
RAL20511 Lone Star Street Cops (5)	\$15.00
RAL20512 Wendigo & Sasquatch	TBA
RAL20513 Ghouls (4)	TBA
RAL20514 Corporate Guard Animals - see below (Basilisk, Cockatrice & Barghest)	TBA
RAL20515 Vampires (male & female)	TBA
RAL20516 Merc's & Bouncers (4)	TBA
RAL20517 Shapeshifters - see below (Weretiger & Werewolf, plus human forms)	TBA
RAL20518 Shadowbeat Journalists (4)	TBA
RAL20519 Tribals (4)	TBA
RAL10960 Corporate Dragon with Mage	TBA



RAL20501 - Deckers & RAL20502 - Human Street Samurai

BUSHIDO SERIES

Each pack contains 3 figures, unless stated otherwise by parenthesis.	
CHARACTERS	
RAL53901 Samurai & Ronin	\$10.00
RAL53902 Samurai Bushi	\$10.00
RAL53903 Ninja	\$10.00
RAL53904 Budoka & Yakuza	\$10.00
RAL53905 Oriental Female Adventurers	\$10.00
RAL53906 Gakusho & Shugenja Magicians	\$10.00
RAL53913 Armored Ninja	\$10.00
RAL53914 Ninja with gimmick weapons	\$10.00
RAL53915 Armored Samurai with sword & bow	\$10.00
RAL53916 Samurai Adventurers	\$10.00

MONSTERS

RAL53907 Tengu (birdmen) with swords (3)	\$10.00
RAL53908 Oni Demons with sword & halberd (2)	\$10.00
RAL53909 Kappa (3 beastmen)	\$10.00
RAL53910 Armored Shikome (3 drow)	\$8.00
RAL53911 Dai-Bakemono (1 ogre)	\$11.00
RAL53912 Dai-Oni (giant) with various weapons (1)	\$10.00
RAL53917 Tatsu Dragon (1)	\$16.00
RAL53918 Giant Mukade Centipede (1)	\$12.00

WEIRD FANTASY RANGE

Packs contain one figure, unless stated otherwise by parenthesis.	
RALWF01 Kindly Old Wizard with flowers & mace	\$3.50
RALWF02 Aerial Servant with pizza	\$3.50
RALWF03 Complete Adventurer with everything!	\$3.50
RALWF04 Spaced-out Druid	\$3.50
RALWF05 Dwarf with Inferiority Complex on stilts	\$3.50
RALWF06 The Grateful Undead - skeleton band (4)	\$12.00
RALWF07 Samurai Night Fever with katana & cigar	\$3.50
RALWF08 Cowboy Dwarf with No Name & crossbow	\$3.50
RALWF09 Cowardly Paladin & Squire (2)	\$7.00
RALWF10 Zoid - the Barbarian Pinhead	\$4.50
RALWF11 Rumblunder - Complete Warrior	\$3.50

GRENAIDER

FANTASY CHARACTERS

One metal 25mm figure per pack - a great series.

GRE801	Paladin with sword & shield	\$3.25
GRE802	Evil Knight with 2-handed sword	\$3.25
GRE803	Evil Mage with skull-staff	\$3.25
GRE804	Half-Elf Fighter Mage in chain with sword	\$3.25
GRE805	Ranger in scale with bow	\$3.25



GRE8105 - Female Sneakthief

GRE806	Female Fighter in chain with 2 swords	\$3.25
GRE807	Armored Barbarian with 2-handed axe	\$3.25
GRE808	Dwarf Fighter in plate with sword & shield	\$3.25
GRE809	Fighting Bard with sword & lute	\$3.25
GRE810	Thief with sword, coked	\$3.25
GRE811	White Mage with wand, casting	\$3.25
GRE812	Female Cleric in plate & robe, with mace	\$3.25
GRE813	Female Assassin in gown with goblet	\$3.25
GRE814	Chaotic Hero in plate with lizard-helm	\$3.25
GRE815	Barbarian Reaver with sword & shield	\$3.25
GRE816	Elf Fighter in plate with sword & bow	\$3.25
GRE817	Robed Cleric with mace, looking wimpy	\$3.25
GRE818	Buccaneer with sword & dagger	\$3.25
GRE819	Cavalier in plate with sword & foxy hat	\$3.25
GRE820	Henchmen in chain with sword, bow & pack	\$3.25
GRE821	Knight with 2-handed sword	\$3.25
GRE822	Evil Dwarf in plate with axe & skull-helm	\$3.25
GRE823	Haffling Scout in chain with sword & shield	\$3.25
GRE824	Lady Mage with crystal ball	\$3.25
GRE825	Elf Mage pointing his finger of doom!	\$3.25
GRE826	Fighter in plate with Crossbow	\$3.25
GRE827	Fighter in chain with axe & shield	\$3.25
GRE828	Weaponmaster with 2 swords, axe & bow	\$3.25
GRE829	Assassin in obligatory cloak with sword	\$3.25
GRE830	Huntress in plate with bow & sword	\$3.25
GRE831	Female Fighter in plate with axe & shield	\$3.25
GRE832	Orc Champion in chain with sword	\$3.25
GRE833	Gnome in plate with 2-handed sword	\$3.25
GRE834	Chaos Cleric in robe with 2-handed mace	\$3.25
GRE835	Knight in plate with sword & ornate shield	\$3.25
GRE836	Young Mage with wand & staff	\$3.25
GRE837	Ranger in plate with sword & tree-shield	\$3.25
GRE838	Adventuring Thief with sword, rope & cap	\$3.25
GRE839	Illusionist with dagger, casting spell	\$3.25
GRE840	Royal Knight in plate with greatsword	\$3.25
GRE841	Evil Warrior in plate with sword & shield	\$3.25
GRE842	Homely Princess in gown	\$3.25
GRE843	Female Thief with sword, small sack & pack	\$3.25
GRE844	Dark Elf in chain with 2-handed sword	\$3.25
GRE845	Half-Elf Thief looking like Robin Hood	\$3.25
GRE846	Armored Cleric with mace & shield	\$3.25
GRE847	Death Lord in ornate armor with greatsword	\$3.25
GRE848	Chaos Warrior in strange armor with sword	\$3.25
GRE849	Paladin in plate with 2-handed Runesword	\$3.25
GRE850	Barbarian with axe, sword, shield & loincloth	\$3.25
GRE851	Evil Cleric in plate with 2-handed mace	\$3.25
GRE852	Conjuror dressed in robe, cloak & turban	\$3.25
GRE853	Haffling Thief with sly grin & large sack	\$3.25
GRE854	Elf Sorceress throwing a spell	\$3.25
GRE855	Female Barbarian with sword & shield	\$3.25
GRE856	Hero in plate with sword & shield	\$3.25
GRE857	Anthero in plate with axe, sword & armspike	\$3.25
GRE858	Elven Warrior with bow, sword & shield	\$3.25
GRE859	Chaotic Wizard in tiger-fur robe, with sword	\$3.25
GRE860	Dwarf Hero in plate with 2-handed axe	\$3.25
GRE861	Adventuring Wizard with staff & pack	\$3.25
GRE862	Cavalier Thief with sword & dirk	\$3.25
GRE863	Druid with spear & shortsword (?)	\$3.25
GRE864	Fighter in plate with polearm	\$3.25
GRE865	Elven Archer in chain	\$3.25
GRE866	Female Halfling with sword	\$3.25
GRE867	Female Samurai in armor with katana	\$3.25

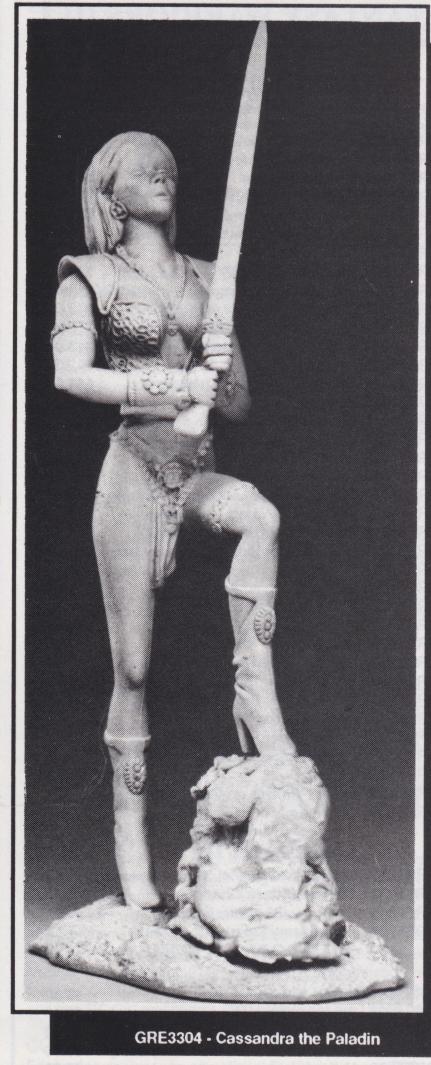
GRE868	Elven Thief preparing to draw sword	\$3.25
GRE869	Thieving Thug with sword	\$3.25
GRE870	Champion in plate, reeling with sword & shield	\$3.25
GRE871	Mercenary in chain with sword & shield	\$3.25
GRE872	Half Orc in plate with 2-handed flail	\$3.25
GRE873	Ogre Champion with shoulder-slung sword	\$3.25
GRE874	Minotaur Champion with 2-handed axe	\$3.25
GRE875	Knoll Champion in plate with sword/shield	\$3.25
GRE876	Dragon Man advancing with sword & shield	\$3.25
GRE877	Deva (Winged Men) with sword	\$3.25
GRE878	Liche in robes, preparing to lunge	\$3.25
GRE879	Wererat Commander with greatsword	\$3.25
GRE880	Wraith in the obligatory floating robes	\$3.25
GRE881	Succubus in topless, alluring pose	\$3.25
GRE882	Monster Slayer with sword, rope & pack	\$3.25
GRE883	Merchant Thief trying to sell surreptitiously	\$3.25
GRE884	Female Rogue with cutlass	\$3.25
GRE885	Female Ranger in cloak with sword & shield	\$3.25
GRE886	Darl Elf Sorceror in scale with staff	\$3.25
GRE887	Barbarian Berserker with two swords	\$3.25
GRE888	Questing Ranger in scale two with swords	\$3.25
GRE889	Dandy Thief with sling, sword & trendy hat	\$3.25
GRE890	Young Mage with staff & spell book	\$3.25
GRE891	Adventuring Cleric with mace & cross	\$3.25
GRE892	Barbarian Archer with bow, axe & dagger	\$3.25
GRE893	Champion in ornate plate with greatsword	\$3.25
GRE894	Grey Wizard with traditional staff & pointy hat	\$3.25
GRE895	White Witch drawing back cloak	\$3.25
GRE896	Black Sorceress in lurid nightclub-type gear	\$3.25
GRE897	Devil with staff, waving	\$3.25
GRE898	Lizardman in plate with shield & sword	\$3.25
GRE899	Catfolk Warrior with two swords	\$3.25

GRE8108	Knight in plate with sword & shield	\$3.25
GRE8109	Mysterious Stranger with cloak & mask	\$3.25
GRE8110	Cleric Casting Spell in plate with cross	\$3.25
GRE8111	Black Knight ornate plate with sword/shield	\$3.25
GRE8112	White Knight in plate with greatsword	\$3.25
GRE8113	Half-Elf Warrior Mage with sword, casting	\$3.25
GRE8114	Villain lookin' mean in leather with sword	\$3.25
GRE8115	Female Archer in leather with bow & sword	\$3.25
GRE8116	Enchantress looking rather alluring	\$3.25
GRE8117	Ranger Bowman in scale & cloak with bow	\$3.25
GRE8118	Halfling Adventurer chain with sword & pack	\$3.25
GRE8119	Dungeon Raider plate with sword & lantern	\$3.25
GRE8120	Berserker in Wolfskin with 2 swords	\$3.25
GRE8121	Dark Paladin plate with greatsword & shield	\$3.25
GRE8122	Desert Raider with sword & shield	\$3.25
GRE8123	High Elf Fighter in scale with sword/shield	\$3.25
GRE8124	Master Wizard calling forth his power	\$3.25



GRE8107 - Ranger

GRE8125	Female Ranger with 2 swords, smiling	\$3.25
GRE8126	Female Bard playing lute & singing	\$3.25
GRE8127	Fighting Cleric plate with 2-handed mace	\$3.25
GRE8128	Elven Ranger in cloak with sword & shield	\$3.25
GRE8129	Dark Wizard with cobra staff	\$3.25
GRE8130	Armored Warrior in plate with sword/shield	\$3.25
GRE8131	Royal Paladin ornate plate with sword/shield	\$3.25
GRE8132	Evil Archer in ornate armor with bow & sword	\$3.25
GRE8133	Dwarf in plate with crossbow & axe, snarling	\$3.25
GRE8134	Rogue Adventurer with sword, shield & rope	\$3.25
GRE8135	Female Woodelf in chain with bow	\$3.25



GRE3304 - Cassandra the Paladin

GRE701	Rangers & Foresters	\$9.00
GRE702	Wererats Warriors	\$9.00
GRE703	Female Elf Warrior with Unicorn mount	\$9.00
GRE704	Mounted Deathlord with Warhound (2)	\$9.00
GRE705	Deathlords in ornate chaos armour	\$9.00
GRE706	Ugly Trolls (2)	\$9.00
GRE707	Elven Warriors all in chain with weapons	\$9.00
GRE708	High Elf Knight mounted version & standing	\$9.00
GRE709	Mounted Lancer with archer retainer	\$9.00
GRE710	Paladins in plate armor with swords	\$9.00
GRE711	Goblin Wolf Riders (2 wolves & 2 riders)	\$9.00
GRE712	Giant Wererats (2)	\$9.00
GRE713	Fire Giant with 2-handed axe (1)	\$9.00
GRE714	Wood Elves all with bows	\$9.00
GRE715	Dungeoneers - Fighter, Mage & Thief	\$9.00
GRE716	Pegasus with Mounted Knight (2)	\$9.00
GRE717	Large Minotaur Warriors (2)	\$9.00
GRE718	Female Adventurers Warrior/Mage/Ranger	\$9.00
GRE719	Skeletons Warriors	\$9.00
GRE720	Skeletal Horsemen (2) in chain with spears	\$9.00
GRE721	Rogues all in leather with swords	\$9.00
GRE722	Chaos Beast Handler (1 knight & 2 wolves)	\$9.00
GRE723	High Elf Warriors	\$9.00
GRE724	Centaurs American Indian style (2)	\$9.00
GRE61	Giant Mummy Lord with staff (1)	\$9.00
GRE64	Female Centaurs (2) frolicking?	\$9.00
GRE65	Manticore	\$9.00

FANTASY WARRIORS I

GRE5000	Fantasy Warriors Miniatures Rules	\$70.00
Contains 102 plastic 25mm figures: see page 20 for details		
BLISTER PACKS		
GRE901	Wizard with familiar & apprentice	\$9.00
GRE902	Cleric with acolyte & guard	\$9.00
GRE903	Ranger , tracking with two hounds	\$9.00
GRE904	Master Thief with two accomplices	\$9.00

GRE905	Barberian Champion with Iion	\$9.00
GRE906	Fighter with mentor & lantern carrier	\$9.00
GRE907	Ogre charging with huge (broad) spear (1)	\$9.00
GRE908	Ogre Berserker wielding 2-handed mace (1)	\$9.00
GRE909	Ogre Mercenary with axe & shield (1)	\$9.00
GRE910	Orc Wolf-Rider Champion (1)	\$9.00
GRE911	Orc Wolf-Rider Archer (1)	\$9.00
GRE912	Orc Wolf-Rider with sword & short spear (1)	\$9.00
GRE913	Dwarf Bear-Rider with spear (1)	\$9.00
GRE914	Dwarf Bear-Rider with axe & shield (1)	\$9.00
GRE915	Dwarven Leaders (2)	\$9.00
GRE916	Undead Warriors with 2-handed weapons	\$9.00
GRE917	Undead Warriors with shields & weapons	\$9.00
GRE918	Undead Leaders with swords & shields (2)	\$9.00
GRE919	Goblin Archers	\$9.00
GRE920	Goblin Warriors with shields & weapons	\$9.00
GRE921	Goblin Champions	\$9.00
GRE922	Barbarian Warriors	\$9.00
GRE923	Barbarian Berserkers	\$9.00
GRE924	Barbarian Archers	\$9.00
GRE925	Lowly Goblin Rabble (4)	\$9.00
GRE926	Greater Goblins with two weapons (2)	\$9.00
GRE927	Greater Goblin Chiefs (2)	\$9.00
GRE928	Goblin Battle Standard & Drummer (2)	\$9.00
GRE929	Dwarf Bear-Rider Leader with spear (1)	\$9.00
GRE930	Dwarf Bear-Rider Champion (1)	\$9.00
GRE931	Dwarves with spears	\$9.00
GRE932	Dwarves with 2-handed weapons	\$9.00
GRE933	Dwarves with axes	\$9.00
GRE934	Dwarves with Crossbows	\$9.00
GRE935	Dwarven Scouts with bows	\$9.00
GRE936	Dwarven Champions	\$9.00
GRE937	Dwarven Heavy Crossbow with crew (2)	\$9.00
GRE938	War Troll with spike-shield & wicked axel (1)	\$9.00
GRE939	War Troll with spiked club & shield (1)	\$9.00
GRE940	War Troll with 2-handed stone club (1)	\$9.00
GRE941	War Troll Champion with club & scythe (1)	\$9.00
GRE942	Orcs with 2-handed weapons	\$9.00
GRE943	Orcs with shields & weapons	\$9.00
GRE944	Orcs with polearms	\$9.00
GRE945	Orcs with swords & shields	\$9.00
GRE946	Orcs with spears & shields	\$9.00
GRE947	Orc Bolt Thrower with crew (2)	\$9.00
GRE948	Orc Archers	\$9.00
GRE949	Orc Champions (2)	\$9.00
GRE950	Orc Leaders (2)	\$9.00

BOXED SETS

The number of figures per pack is indicated by parenthesis.	
Adequate-quality miniatures for use with the Fantasy Warriors game.	
GRE9002 Orc Battle Set (10) \$25.00	
GRE9003 Dwarf Battleset (12)	\$25.00
GRE9004 Orc Wolf Rider Command Group (4) \$25.00	
GRE9005 Orc General's Battle Chariot	\$25.00
GRE9006 Oriental-style Hobgoblins (8) \$25.00	
GRE9007 Dwarf Siege Cannon (with 4 crew)	\$25.00
GRE9008 Goblin War band (10) \$25.00	

FANTASY WARRIORS II

Five figures per pack, unless otherwise indicated by parenthesis.	
High quality miniatures for use with the Fantasy Warriors game.	
GRE1401 Wood Elves with bows \$13.00	
GRE1402 Wood Elves with spears	\$13.00
GRE1403 Wood Elves with swords & shields \$13.00	
GRE1404 Fighting Men with longbows	\$13.00
GRE1405 Fighting Men with polearms \$13.00	
GRE1406 Foot Knights with 2-handed weapons	\$13.00
GRE1407 Wood Elf Champions \$13.00	
GRE1408 Fighting Men Command Group	\$13.00
GRE1409 Mounted Knights marching with lance (2) \$13.00	
GRE1410 Wood Elf Command Group	\$13.00
GRE1411 Barbarians with shields & weapons \$13.00	
GRE1412 Mounted Paladins charging with lance (2)	\$13.00
GRE1413 Wood Elf Eagle Rider with bow (1) \$13.00	



GRE8102 & GRE8106



GRE65 - Manticore

GRE5606 Wraith with sword & shield	\$3.50
GRE5607 Undead Champion with 2-handed sword	\$3.50
GRE5608 Undead Standard Bearer with sword	\$3.50

COLOSSAL LORDS

Boxed sets containing large diorama studies (90mm or over) of classic fantasy characters. For figure enthusiasts only (pun).

GRE3301 Male Frost Giant with axe \$50.00

GRE3302 Female Frost Giant with spear & bikini \$50.00

GRE3303 Grim Reaper with great scythe \$45.00

GRE3304 Female Paladin looking swell, with sword \$45.00

GRE3306 Female Mage with staff & bikini, pointing \$45.00

GRE3307 Old Male Wizard with staff and candlestick \$45.00

GRE3308 Dragon Empress sitting on pile of loot * \$45.00

GRE3309 Male Rogue with sword & dagger, grimacing \$45.00

* trying to look like a soft-porn queen in obligatory fantasy-bikini

DRAGONS

Boxed sets of 25mm dragons, with base & human companion.	
GRE9601 Black Dragon	\$25.00
GRE9602 Red Dragon rearing	\$25.00
GRE9603 White Dragon crouching	\$25.00
GRE9604 Brass Dragon with riding female mage	\$25.00
GRE9905 Green Dragon	\$25.00
GRE9906 Silver Dragon with a paw raised	\$25.00
GRE9907 Blue Dragon preparing breath weapon	\$25.00
GRE9908 Copper Dragon crouching with gnome rider	\$25.00
GRE9909 Bronze Dragon leaping skyward	\$25.00
GRE9910 Gold Dragon coiling fantastically	\$25.00
GRE9911 Platinum Dragon	\$25.00
GRE9912 Spectral Dragon with 5 different heads	\$25.00

JULIE GUTHRIE SERIES

GRE9901 Green Dragon with victim	\$26.00
GRE9902 Red Dragon on the prow	\$26.00
GRE9903 Dragon reclining on a pile of loot	\$26.00
GRE9904 Skeletal Dragon rearing	\$26.00
GRE9905 Chaos Dragon * with mounted knight	\$26.00
GRE9906 Golden Dragon * with mounted Mage	\$26.00
GRE9907 Black Dragon leaping skyward	\$26.00
GRE9908 White Ice Dragons (2) with barbarian	\$26.00
GRE9909 Blue Dragon dashing forward	\$26.00
GRE9910 Fire Dragon stalking prey	\$26.00
GRE9911 Hydra Dragon 7 growing, roaring heads	\$26.00

* these two sets can be combined to form a dragon-duel diorama!

SPECIAL BOX SETS

GRE2531 - 120mm tall
GRE2525 The Ultimate Dragon attacking! \$60.00
GRE2527 Invincible dragon 3 headed monster \$60.00
GRE2531 Tyrannosaurus Rex with lizard king rider \$60.00
GRE2532 Giant Roc stands over equine corpse 80mm \$60.00
GRE2533 War Rhino charging with barbarians 80mm \$55.00
GRE3511 Goblin War Giant * - 190mm tall \$60.00
GRE5401 Juggernaut 110mm tall goblin fiend \$40.00
GRE5501 Undead War Mammoth with howdah \$27.00
GRE5502 Undead Dragon with mounted mage \$27.00
GRE5503 Undead War Chariot (2 crew & 3 horses) \$27.00
GRE5504 Giant Skeletal Warrior 160mm tall \$27.00
GRE5505 Undead Imperial Mammoth with howdah \$27.00
GRE5506 Undead Rhino with prisoners & howdah \$27.00

* carrying goblin twin bolt-thrower platform overhead - it's impressive!



GRE51004 - Undead Cavalry

Blister packs containing one metal figure.	
GRE5601 Witch quite old, with staff	\$3.50
GRE5602 Amazon War Chariot	TBA
GRE5603 Orc Army (36 plastic figures)	TBA
GRE5602 Dwarv Army (36 plastic figures)	TBA
PERSONALITIES	
GRE5604 Goblin Archer on Gargoyle with spear	TBA
GRE51037 Goblin Archer on Gargoyle	TBA
* with dismembered bone-claw club!	
BOXED SETS	
GRE5301 Undead War Chariot (3 crew, 2 horses)	\$27.00
GRE5302 Amazon Attack Chariot	TBA
GRE5901 Orc Army (36 plastic figures)	TBA
GRE5902 Dwarv Army (36 plastic figures)	TBA

MITHRIL GRAB PACKS

Grab Pack Type	5 Packets Normally \$20.00	10 Packets Normally \$40.00	20 Packets Normally \$80
Sauron's Minions			
MMM3, 21, 23, 46, 47, 49, 51	\$15.00	\$25.00	\$40.00
Bad Guys			
MMM8, 36, 37, 38, 77, 80	\$15.00	\$25.00	\$40.00
Armies of Good			
MMM4, 14, 15, 17, 28, 30, 31, 40, 72, 74, 68	\$15.00	\$25.00	\$38.00
Nice Guys			
MMM53, 54, 55, 56, 57, 58, 59, 66	\$13.00	\$22.00	\$35.00
Personalities			
MMM18, 26, 27, 33, 34, 39, 41, 69	\$14.00	\$23.00	\$36.00



MMM98 Orcish Soldiers

PERSONALITIES OF THE THIRD AGE

MMM137	CELEBORN	\$4.50
MMM138	SARUMAN AND THE PALANTIR	\$6.50
MMM139	ARAGORN AND ARWEN	\$8.50
MMM140	THE GREAT EAGLE	\$10.95
MMM141	THE GREAT GOBLIN	\$8.50
MMM142	GLORFINDEL	\$8.50
MMM143	ELROND AND THE RING OF AIR	\$4.50
MMM144	RIDDLES IN DARK	\$5.50

GORGOROTH - THE PLAINS OF MORDOR

MMM145	MOUTH OF SAURON	\$10.95
MMM146	MOUNTED NAZGUL	\$9.95
MMM147	NARZGUL ON FOOT	\$4.50
MMM148	OLAG-HAI TROLL	\$10.95
MMM149	HALF-TROLL COMMANDER	\$8.50
MMM150	URUK	\$4.50
MMM151	ORCS OF MORDOR (2)	\$7.50
MMM152	VARIAG HORSEMAN	\$10.95
MMM153	HARADIAN CAPTAIN	\$4.50
MMM154	HARADIAN INFANTRY (2)	\$8.50

DURIN'S DWARVES

MMM155	THORIN OAKENSHIELD	\$4.50
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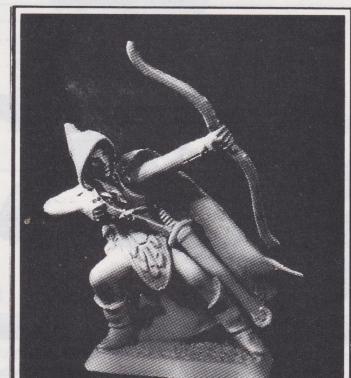
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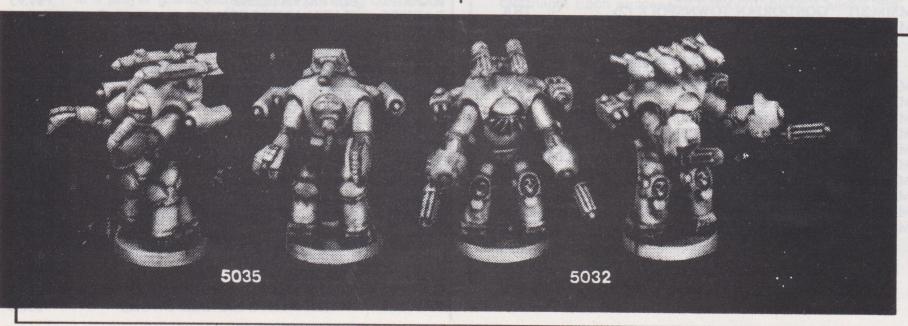
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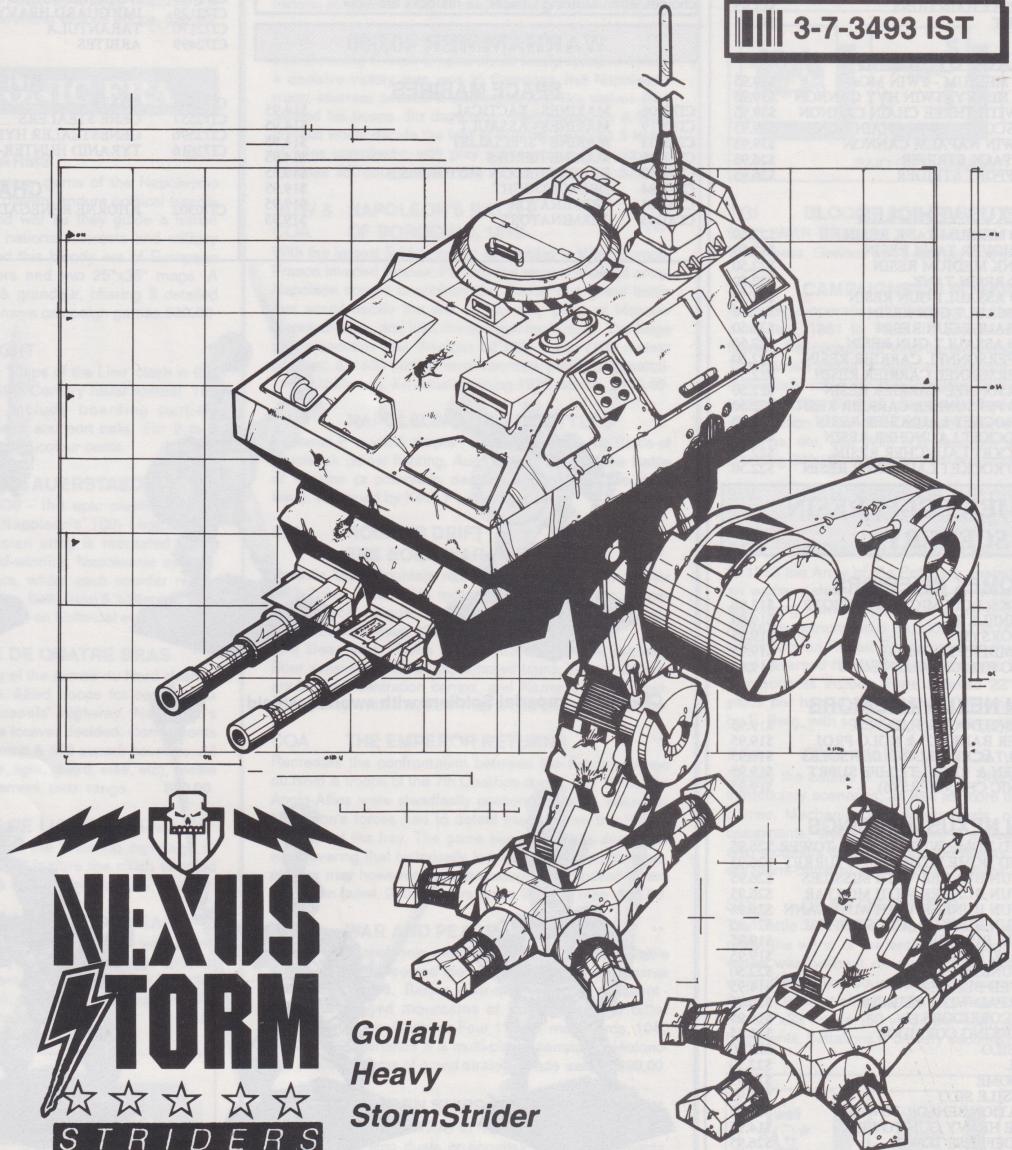
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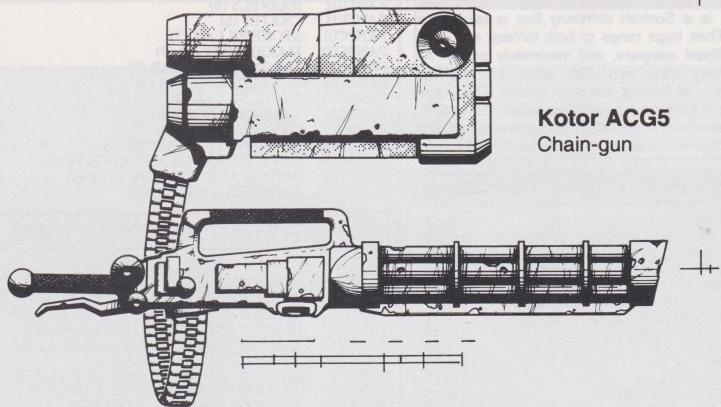
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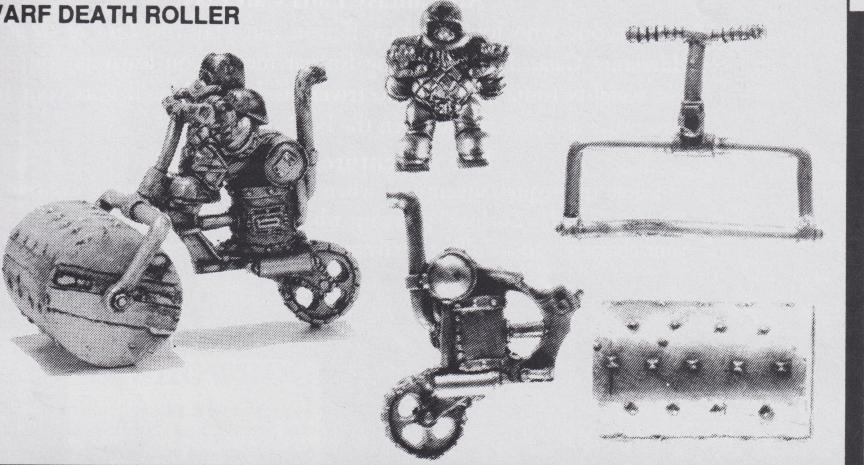
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STALWART ESCORT SHIP



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DICTATOR BATTLESHIP

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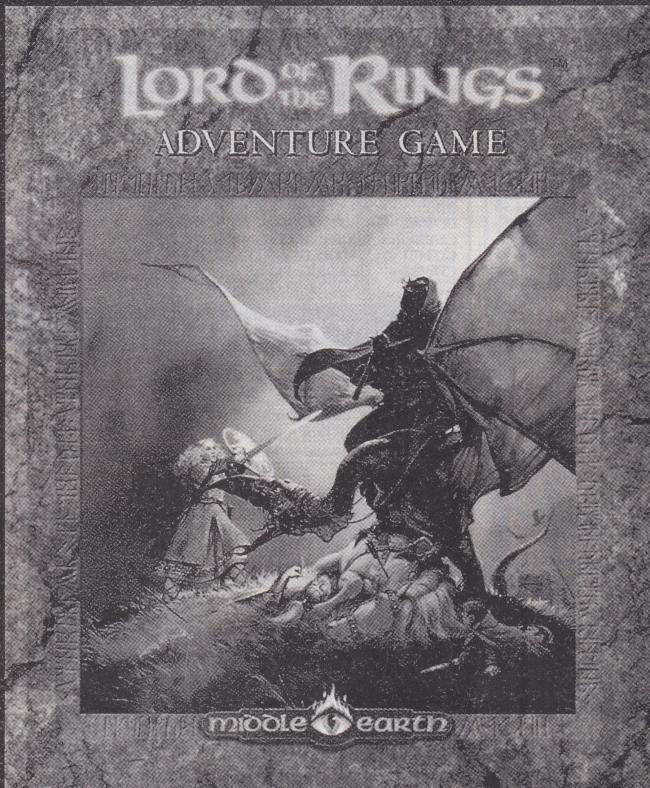
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